

**STAR WARS™**  
**AGE OF REBELLION™**  
**CYPHERS AND MASKS**



**A Sourcebook for Spies**

**STAR WARS™**  
ROLEPLAYING



# **STAR WARS<sup>TM</sup>** **AGE<sup>TM</sup> OF** **REBELLION** **ROLEPLAYING GAME**

## **CYPHERS AND MASKS**

*The Galactic Civil War rages on, as starfighters and tanks fight battles across the galaxy. The Empire's military superiority seems overwhelming in these dark times.*

*To counter this, REBEL SPIES wage a covert war of espionage and deception, fighting in the shadows with disguises, cover identities, specialized gear, and most importantly, their wits. Few will ever know the truth of their secret battles....*



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It was a quiet portion of the station, one of the few here on the Ring of Kafrene. Plenty of people were still walking through it, though, and Gregor Lojan stepped out from an alcove to join them. He casually strolled past the drop site, a rundown public terminal, with his gaze cemented straight ahead. Good. No one was watching. Most eyes were on a smudged viewport, as a formation of TIE Interceptors flew past. Visitors, the Balosar thought. Real Ringers studiously ignored the patrols.

So far, so good. A few minutes later Lojan ducked into a side alley and unwound the bright blue sash from around his waist. A quick flip and its faded brown side was revealed, which he wound into a head scarf over his antennapalps. Pulling a pair of dust goggles over his eyes, he was now just another human, one nobody would remember seeing.

Lojan adopted a slight limp on the way back to the terminal, grasping the keyboard shelf as he sat. The disk was taped underneath, just like the briefing had said. He did some data searches to finish the ruse, then palmed the disk as he turned to move away.

"You there!" Lojan didn't need to turn to recognize the voice—those officious, self-important tones were also part of the briefing. Agent Kav Poen, part of Imperial security on the Ring. Lojan kept calm; there was always the chance Poen was after someone else.

An arm in white armor tried to grab him. Time to run. Lojan spun and used the thin keyboard to chop into the stormtrooper's vulnerable neck, then dashed into the nearest passageway.

Poen shouted commands for pursuit, and the twin replies meant there were two other troopers now on his tail. No blaster fire yet—either they wanted him alive, or they didn't want to damage the disk. That gave him a chance.

He burst into an intersection, where several other visitors—dressed too well for the Ring and almost showing off thick bags of credit chips—stood chatting. Hungry eyes watched them from darkened alcoves, waiting for the right time to pounce. Perfect.

He carefully made an awkward collision and lifted one of the bags, scattering the chips into the air. The lowlives burst out of the shadows and into a messy fight for the fallen credits. He sensed an approaching stormtrooper and dove into the scrum. With a darting grab Lojan pulled a vibroknife from the boot of one of scavengers and thumbed it active. The sideways, spinning throw he made wasn't among his best, but the balance on the heavy blade really was terrible.

He leapt over the still-twitching stormtrooper and sprinted down two more intersections, fast enough to avoid the startled security forces. Then there were suddenly two troopers blocking his way, and before he could dodge away four more were behind him.

Poen himself entered a moment later, panting. "Hah! We have you now!" Lojan kept silent as a trooper applied a heavy set of binders while the others kept their blasters at the ready.

"Indeed you do!" The ISB officer had appeared out of nowhere. Her uniform was immaculate, code cylinders precisely placed and her major's insignia glowing. She returned Poen's nervous salute and stared hard at Lojan. He tried to keep his expression steady, and hoped he was succeeding.

"Excellent work indeed" she continued. "The ISB has been looking for this one for some time now." Her smile was tight and cruel. "I believe his time with us will be quite...memorable." She glanced to Poen.

"A moment, though," the major said. She gave Lojan a curt kick, driving him to his knees. "Let's be sure the Rebel scum wasn't carrying anything else."

Lojan felt efficient hands searching him, and was about to bite down on a special tooth when a hushed voice in his ear said "*The Falcon Flies Furiously*." He hadn't heard that code in awhile, but knew it was for high level operatives. One of General Cracken's direct reports at Rebel Intelligence; possibly a sleeper working out of the Ring. He hadn't known she would be here, but that was the protocol for deep agents.

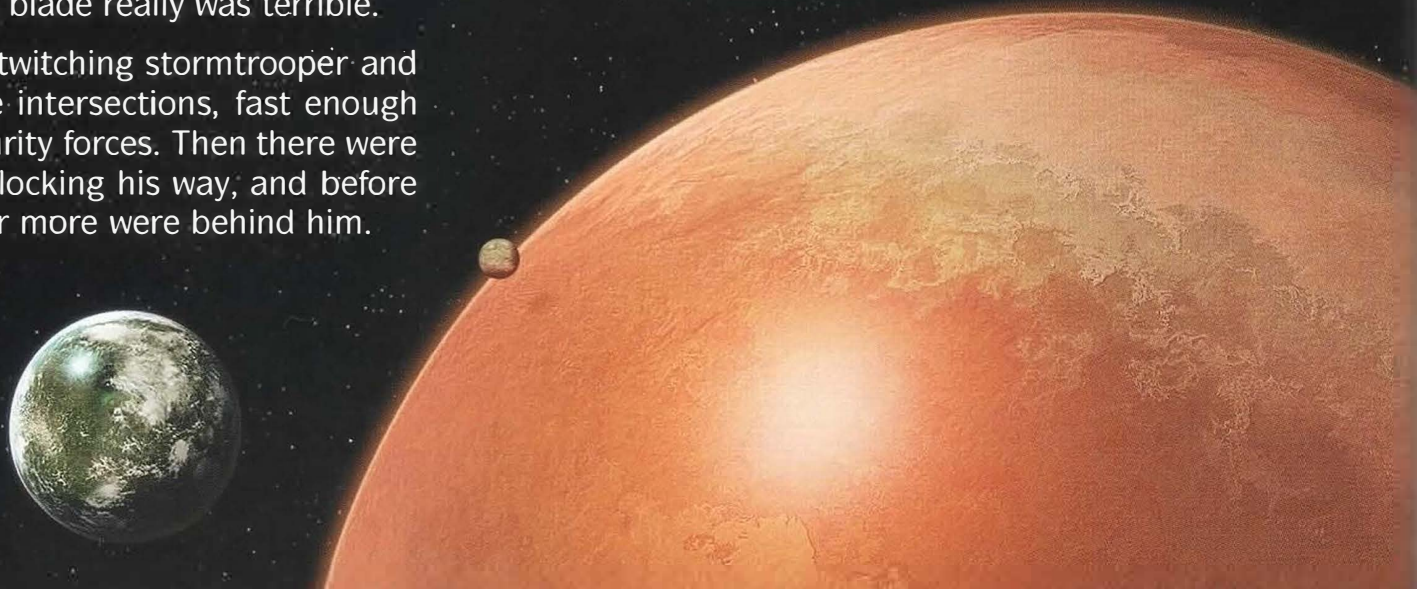
A small item was pushed into his palm—a Class 3 detonite microcharge, judging from the density and subtle but distinctive odor—as she finished the rough patdown. "Wait until I leave to escape," she whispered. "And *do* try not to get caught again." With that, she hauled him to his feet and made a show of hurling him at a stormtrooper. Lojan artfully stumbled, transferring the charge from his palm to inside his belt while drawing and palming a set of picks.

"Take him away, Agent Poen!" she ordered loudly, with perfect Imperial flair. A pair of stormtroopers grabbed Lojan and began marching him off. The others formed up around their prisoner, aggressively displaying their weaponry at anyone watching.

"Your assistance is most appreciated, Major," Poen replied, awe in his voice. He essayed another salute, sharper this time, then hurried to join his men.

"Not at all," Lojan heard over his shoulder as he was pulled along. "Always glad to help a fellow agent!"

He wished they would hurry things up a bit. Lojan needed to retrieve the disk from where he'd planted it back under the keyboard shelf, and then had an appointment back at Home Base for his next mission.





# SECRETS IN THE AGE OF REBELLION

**T**he Galactic Empire is an entrenched, well-equipped, and sprawling institution. It has every imaginable advantage in the Galactic Civil War. In order for the Rebellion to succeed, it must carefully choose its battles. The Rebels have to identify their foe's weak points and exploit them mercilessly. Only when they know both when and where to most effectively concentrate their forces can they risk launching an attack. Spies provide the information that gives the Rebellion a chance. Without their daring deceptions, the Empire might never fall, and countless citizens of the galaxy will continue to suffer under its tyranny.

This book is devoted to the Spy career for **AGE OF REBELLION**. It discusses the heroic role that Spies play in the Galactic Civil War as well as how best to integrate them into a campaign. While a Spy can be a lone operative, most work as part of a larger team. Even isolated operatives depend upon a support network to provide them with the information, equipment, and reinforcements they need to succeed. At the same time, characters in other careers may depend upon a Spy to provide them with the information necessary to complete their own missions.

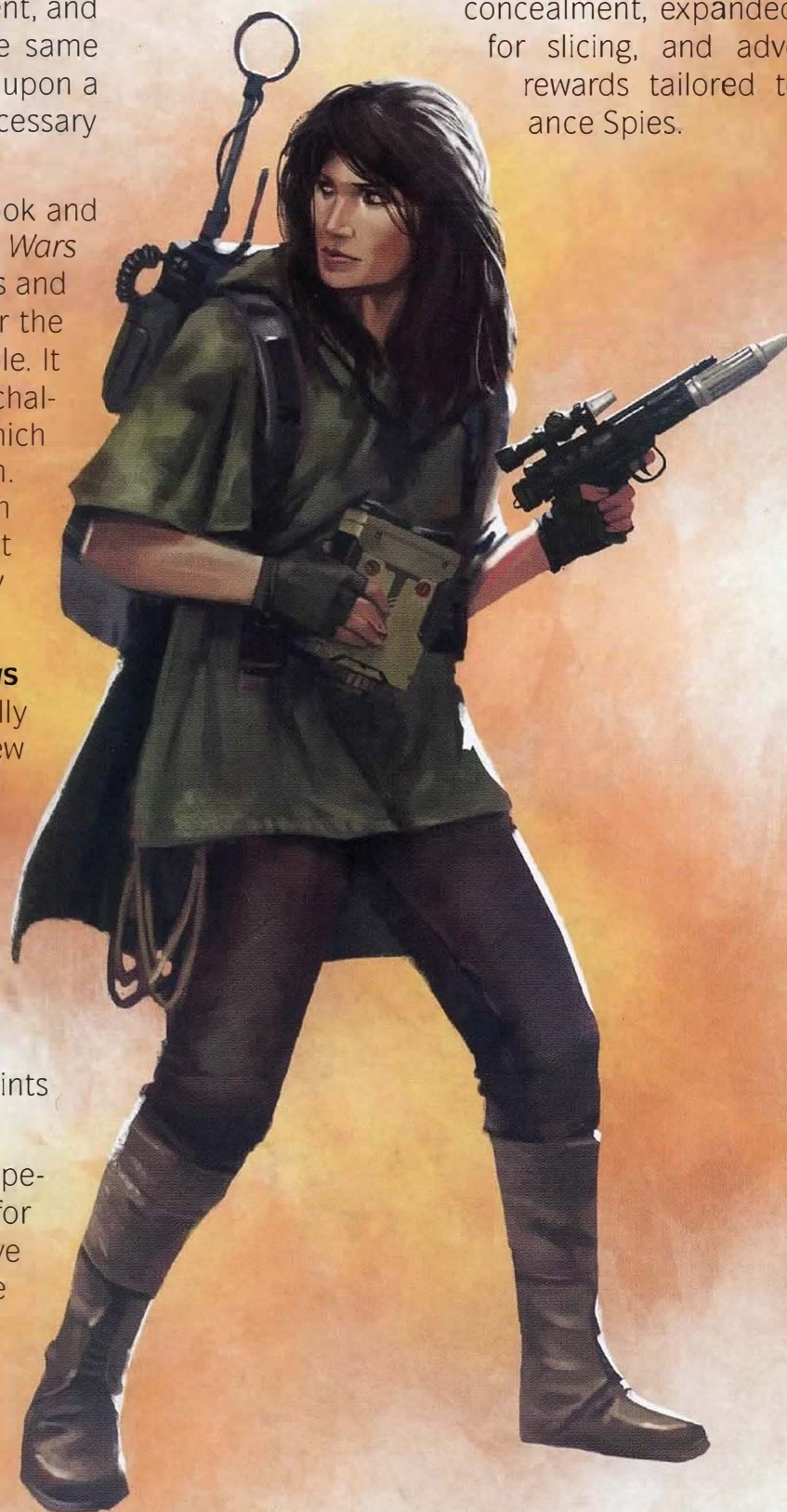
This section presents an overview of the book and discusses the importance of Spies in the *Star Wars* setting. It provides examples of Spy characters and espionage operations, which builds context for the career and gives additional insights into the role. It may also give players a sense of the types of challenges Spies might encounter and ways in which these heroes can contribute to the Rebellion. This information will help players identify which aspects of their characters are most important for development, in terms of both personality and game mechanics.

**Chapter I: Operating from the Shadows** offers players a range of tools for mechanically optimizing a Spy character. These include new playable species particularly suited to a Spy career as well as new specializations that offer alternative approaches to the career. Additional backgrounds, a Motivation, signature abilities, and specific Duties provide further ways to enrich characters pursuing this career. While some of these are most appropriate for a new character, many can be acquired with the experience points an established character has earned.

**Chapter II: Tools of Tradecraft** provides specialized equipment that is particularly suited for Spy characters. These heroes are most effective when they appear quite unremarkable, and the equipment included here provides a range of

ways to do so. This begins with weapons and armor, most of it designed around ease of concealment. A Spy who remains armed while foes fail to recognize the danger stays prepared for the worst-case scenario. Additional tools, droids, vehicles, and modifications continue the theme of subtlety.

**Chapter III: The Hidden War** concludes the book with resources for the Game Master, and offers suggestions for running an espionage-focused campaign. Generally, such adventures mean fewer direct confrontations and more subterfuge, deceit, and stealth. Heroes may experience their greatest triumphs during adventures in which they never even draw a weapon. Advice is also included for integrating a Spy into a more traditional campaign. This section adds further depth with specific ideas for espionage-themed campaigns, narrative dice result suggestions in skill checks Spies might make, gear alteration methods for better concealment, expanded rules for slicing, and adventure rewards tailored to Alliance Spies.





# TRADECRAFT IN *STAR WARS*

Nothing is more valuable than secrets, and the outcomes of wars often hinge upon the security and revelation of them. Had Palpatine's Sith allegiance become public knowledge, he might never have become Emperor. Had Darth Vader learned of Luke's existence earlier, the young moisture farmer might never have joined the Rebellion. If the plans for the first Death Star had remained secure, it might not have been destroyed. Thousands may die during a battle simply because the Empire used counterespionage to feed false information to Alliance infiltrators.

A Spy's entire career is devoted to dealing in secrets. Most often, this means uncovering the opposition's secure information so that allies can analyze it and incorporate it into their plans. At times, however, Spies may be the individuals most capable of ensuring secrecy. Because they know how to obtain secure information from their foes, they typically know the best ways to prevent their own side's secrets from falling into enemy hands.

Of course, implicit in the requirements for this career is the ability to recognize valuable secrets and sort them from the dross. An enemy general's dietary habits might be confidential, but that information does not necessarily have military value—unless it provides an opportunity for blackmail or assassination. Conversely, unit movements, asset transfers, and long-term plans are usually quite valuable—unless they are for low-priority targets. Spies typically engage in missions with clear-cut objectives, but sometimes secondary objectives or unexpected opportunities may arise. In those circumstances, a skilled operative knows when it is worthwhile to assume further risks to acquire a juicy bit of intelligence.

## **GALACTIC CIVIL WAR MISSIONS**

During the lead-up to the Galactic Civil War, it took time for individuals and organizations to appreciate the full scope of the Emperor's duplicity. Many tried to work within the system at first to resolve their differences with the Empire's policies. Within a few short years, however, people were imprisoned for even daring to voice their opinions publicly. This forced opposition groups to work in secrecy. Unsurprisingly, espionage became the order of the day for the nascent Rebellion, while agencies such as the Imperial Security Bureau emerged to counter them.





As the Rebellion arose unevenly and in secrecy throughout the galaxy, sympathizers could be found anywhere. Early members included respectable Imperial Senators, such as Senator Bail Organa, and recruits from Imperial Academies, like Sabine Wren and Wedge Antilles. Dedicated espionage agents such as Cassian Andor led intelligence gathering missions, and special operations such as assassinations. At the same time, self-serving criminals like Hondo Ohnaka assisted the Rebellion as it grew. Spies played a critical role in identifying sympathizers from all walks of life and providing them with ways to aid the Alliance as it developed. Secure and discreet methods of transferring military intelligence were vital. Without them, the isolated groups that eventually developed into the Alliance to Restore the Republic might never have come to trust one another.

The uniforms of Imperial troopers and pilots provide an important piece of leverage to Rebel operatives during their assignments. Concealing helmets and limited personal identifiers have made it relatively easy for operatives to impersonate a stormtrooper or a TIE fighter pilot. While security codes, ID chips, and local procedures complicate infiltration, a stolen uniform or suit of armor grants an anonymity that makes covert missions much easier.

### CORE WORLDS UNDER COVER

Operations within the Core Worlds typically face the most rigorous Imperial security. These well-developed worlds support the Empire largely due to the safety they believe it provides them. Routine security screenings and demonstrations of military prowess have quite likely become part of daily life for those who dwell there. Certainly a portion of this security is more about appearances than efficacy, but even that makes work more challenging for espionage agents. The Empire takes pride in the number of combat-ready assets posted within the Core Worlds and the speed with which they respond to suspected threats.

The Core Worlds are not always good targets for espionage missions. Their citizens are less likely than those of other worlds to be sympathetic to the Rebellion; after all, Imperial policies provide them the greatest benefit. The heightened military presence also means that targets of opportunity are rare within the Core Worlds. Seldom does the Imperial Navy leave a Core World sufficiently unguarded for a Rebel fleet to find a fair fight within its territory.

As a result, espionage missions to the Core Worlds tend to target high-value and isolated objectives. These include engineers and their data, particularly as it applies to military equipment and manufacturing. Alliance agents often employ slicing tactics in such missions, as these methods often offer a lower-risk but

effective approach. Computer security is stronger on the Core Worlds than elsewhere, however, and even accomplished slicers put themselves at risk. Assassination attempts are also more common on the Core Worlds due to the number of high-profile targets. These involve far greater risk than similar attempts in other parts of the galaxy due to the higher level of security.

### ESPIONAGE IN THE MID RIM

The Imperial military maintains a strong presence within the Expansion Region and the Mid Rim, but its power is lower there than on Core Worlds. Citizens of these systems are more likely to have encountered the Empire's inequities, which has increased the number of Rebellion sympathizers. While these places tend to be less affluent than the Core Worlds, they do include well-supplied manufacturing hubs and agricultural worlds. Some populous systems have strong militaries, which can provide recruits for the Alliance. This is particularly true for systems that are home to non-human species, such as Kashyyyk and Bothawui.

Agents engaged in espionage in the Mid Rim are more likely to operate with some level of local support. Sympathizers can usually be found to offer an agent a safe house or access to weaponry. On some worlds, an entire team can operate in relative anonymity under false identities constructed using local as opposed to Imperial resources. This makes longer-lasting operations and missions of greater scope more feasible. Alliance facilities are often relatively substantial in the Mid Rim, and protecting them requires spies in counterintelligence roles. Imperial organizations, including the ISB, constantly work to identify and eliminate any facilities or groups that could be tied to insurgency.

Much of the galaxy's commerce flows through the Mid Rim. Specialty manufactured goods travel outward from the Core, while agricultural and esoteric goods flow inward. This constant trade provides rich targets for the Rebellion. Information about Imperial cargoes and shipping schedules—particularly for shipments slated to pass through less-secure systems—is highly valuable to the Alliance.

### DOUBLE-DEALING ON THE PERIPHERY

The Imperial presence throughout the Outer Rim and Periphery varies substantially. Some systems, including Lothal, have a strong Imperial presence in everything from manufacturing to the military to government. Others, such as Tatooine, have such a small Imperial footprint that the arrival of a Star Destroyer would be a remarkable event. In other systems, Imperial interference has fluctuated throughout the Empire's history, depending in part on the decisions of local governors, field commanders, and opportunists.



Worlds with a low Imperial presence are not necessarily sympathetic to the Rebellion. Nal Hutta has seen limited Imperial oversight, for example, but its crime lords have little interest in overthrowing the Empire. As a result, Rebel espionage agents operating on these worlds may need to infiltrate criminal organizations, such as when Princess Leia impersonated the bounty hunter Boushh. Some of these groups have unique assets that could be tremendously valuable in the effort to overthrow the Empire.

Imperial operatives stationed far from the Core Worlds are typically less loyal and less skilled. In rare cases, this means they might be recruited to assist the Rebellion. Even when this proves impossible, some Imperials will ignore Rebel actions in exchange for an appropriate bribe. This is certainly not always the case—particularly when shows of force are required—but it does provide a marginally less dangerous training ground on which inexperienced agents can develop their craft.

## SPIES OF THE REBELLION

**S**ecuring intelligence from the Empire requires a variety of approaches. Differences in targets, security, and environments mean that not every agent is well suited to every mission. Further, a technique that works once might lose its effectiveness once an Imperial report on the incident enters circulation. However, the Rebellion has a limited number of agents available to complete its operations, and field operatives must employ the tools they have in order to accomplish their assignments. This might require diversifying a skill set or risking a particularly dangerous approach.

**AGE OF REBELLION** features six Spy specializations that cover the more common types of expertise needed to wage an effective war against the Empire. Players might also adapt these specific specializations to fashion other kinds of Spies they envision as their characters, perhaps by using multiple careers or specializations to create their own unique Alliance Spies.

### COURIER

Discreet delivery is the hallmark of the Courier specialization. These characters focus on smuggling vital information from the people who have recovered it to the individuals who can act upon it. Often, they are not even aware of the type of data they transport, recognizing that each person who knows a secret decreases its value and increases its chance of exposure. Their techniques may employ stealth, speed, bravado, or a combination of all three.

During the early days of the resistance, Princess Leia Organa functioned as Courier on several occasions. On one mission, she delivered starships and information to the Lothal rebel cell; to avoid exposing Alderaan's assistance, the cell staged a public theft of the ships from her. Several years later, she was transporting the plans for the Death Star when Darth Vader confirmed Leia's true loyalties and took her prisoner.

### INFILTRATOR

Gaining physical access to a secure facility requires the skills of an Infiltrator. Once inside, the agent may need to retrieve information, extract a prisoner, or even commit an act of sabotage. In some instances, an Infiltrator might need to bring an expert in an unrelated field to assist in the task. Most Infiltrators are adept actors capable of lying convincingly.

Clone commander Captain Rex used stolen Imperial assets to infiltrate an Imperial Interdictor with Kanan Jarrus. The pair's stormtrooper uniforms and knowledge of Imperial codes proved crucial to successfully completing the mission. Ultimately, they were able to escape with the freed prisoners and destroy the enemy cruiser.

### INTERROGATOR

An Interrogator focuses on extracting information from a subject. When the target has been captured, this may involve physical and psychological techniques that can become extreme. However, the Rebellion has few opportunities to take prisoners. As a result, some operatives are particularly adept at social engineering, tricking their enemies into revealing their secrets. Other operatives specialize in teaching allies techniques for resisting interrogation.

When Grand Admiral Thrawn took Captain Hera Syndulla prisoner on Ryloth, he tricked her into revealing her true loyalties. Despite her best efforts, she was unable to resist his manipulative techniques. He recognized the value she placed on a family artifact, as well as on her teammates, which granted him leverage over her.



## CLONE WARS DUPLICITIES AND ESPIONAGE OPERATIONS

In his dual role as Darth Sidious and Senator Palpatine, the future Emperor orchestrated the Clone Wars through a convoluted series of secrets and lies. No one engaged on either side of the war fully recognized the scope of the duplicity until the execution of Order 66 and the war's conclusion. Even then, many of its battles and missions remained secret—and many combatants took these secrets to their graves.

The Republic and Separatist militaries depended heavily upon espionage to know where and how to deploy their armed forces. In a few cases, spies identified worlds with questionable allegiances—including Scipio and Bardotta—and helped to turn the tide before things could fall apart. In other instances, they were able to identify critical resources in the course of their missions—such as the droid factory on Geonosis—so that the military could take action.

Operatives for both sides of the war had a broad range of targets for infiltration. Most local governmental agencies were distinct from the larger Republic and Separatist leadership. This led to information sequestration, so that an operative might need to infiltrate a second target to resolve a lead that was uncovered during an initial mission.

Some non-governmental agencies and groups—including corporations and criminal organizations—also were vital targets. Such groups served as suppliers or proxies on both sides of the conflict. Information about their plans and active operations was every bit as critical as governmental information, though their security was more varied. Criminal syndicates might be less deliberate about compartmentalization, but they could be much more willing to use deadly force to eliminate a potential threat.

### SCOUT

Expert Scouts identify and confirm targets for Rebel operations. In most instances, this requires the operative to follow up on a lead another agent has obtained. With the additional information Scouts can provide, High Command can determine the most appropriate plan of action. Scouts typically depend on speed and stealth in order to avoid undue attention.

Ezra Bridger once led a scouting mission to Reklam Station to identify the availability of Y-wing fighters the Imperial scrapyard had slated for destruction. His plans changed abruptly when he realized how few of the fighters remained and how quickly they were being destroyed. Instead of completing the scouting mission, Ezra and his team undertook a recovery mission, securing the surviving starfighters for the resistance.

### SLEEPER AGENT

The Rebellion needs operatives who can work undercover deep behind enemy lines for an extended period of time. Often, these agents quietly embed themselves within Imperial governments, corporations, and even military organizations, but sometimes they begin as loyal members of a group and later become spies for the Alliance. In some instances, these operatives funnel information and resources away from the Galactic Empire. In other cases, they gradually work their way up the hierarchy, so that they can gain access to critical information or assets that can eventually

be compromised or destroyed. Sleeper Agents usually need to transform their identity before undertaking another mission, as their previous one might have been discovered or another one is better suited to their new assignment.

As a member of the Imperial Senate, Bail Organa was a vital Sleeper Agent. He used Imperial resources to aid both Obi-Wan Kenobi and Ahsoka Tano in avoiding Imperial detection. He also used his Senate connections to provide the resistance with vital supplies.

### SLICER


Many of the Empire's most vital secrets are recorded in its computing systems. These include weapon specifications, transit schedules, and personnel records. Slicers who manipulate those systems identify new targets for the Rebellion to exploit, and they can even corrupt existing Imperial facilities. In some missions, they use their expertise to cause facilities and vessels to become non-functional. In others, they alter delivery schedules so that vital supplies are delivered to the Rebellion.

R2-D2 repeatedly demonstrates his expertise in slicing Imperial computer systems to aid the Rebellion. He discovered Princess Leia's presence on the Death Star and remotely shut down the trash compactors to save his allies. On Bespin, he sliced through security systems and uncovered the sabotage to the *Millennium Falcon's* hyperdrive.









# OPERATING FROM THE SHADOWS

*"Disguised as a cargo ship and using a secret Imperial code, a strike team will land on the moon and deactivate the shield generator."*

—General Crix Madine

The war against the Empire is fought on many fronts. The front most visible to citizens is the ongoing clash of military forces, especially when it takes place on their own planets. The Alliance propaganda effort to gain public support is another. It is through public endeavors such as these that people know of the ongoing war that is shaking the galaxy.

There is another level to this epic war, however, that almost no one knows about. In it, Rebel and Imperial spies clash in the shadows. They might be far afield scouting enemy installations, slicing into encrypted databases, delivering classified datapads, or extracting information from captured rivals. Intelligence and counterintelligence operatives pry secrets from the other side while doing whatever it takes to ensure that their own stay secure. Alliance spies may vary in their specific roles and techniques, but they are all just as vital in the war against the Empire as any frontline soldier or starship gunner.

This chapter begins with possible backgrounds for Spy characters, from former careers as law enforcement agents trained in detective work to ex-performers who embrace new identities as additional roles to adopt. Players will also discover new Duties for characters looking for espionage themes that offer new ways to explore the roles Spies play in the Rebellion. Further, they also have three new species to use: the wily Balosars, the stealthy Kubaz, and the insectoid Melittos.

**CYPHERS AND MASKS** includes three new specializations for the Spy career as well: Courier, Interrogator, and Sleeper Agent. Using these plus a host of new talents, players can delve into the shadow war through information transfer, extraction, and acquisition. The new Motivation of Secrets lets them explore what drives their characters in the shadow war, while two new signature abilities—Counterespionage and Unmatched Tradecraft—allow them to reach the pinnacles of their professions.



# SPY BACKGROUNDS

**R**ebel Spies rarely begin their resistance career fully trained, and many begin without any experience whatsoever. Some stumble into the role due to having held a position in Imperial operations with access to valuable secrets. Others become Spies as a result of their mission assignments or have been forced into the role due to circumstances. The Alliance, starved for both materiel and personnel, can offer only sporadic espionage training, so few new agents begin with formal knowledge of the craft. Most either picked up tricks as they went along or were naturally gifted. They also worked in some practice time between missions whenever the opportunity presented itself.

One thing training can never adequately cover, though, is the necessity for independent decision making. Spies must make snap judgements in life-or-death situations, and even experienced agents may find it difficult to live with the consequences of their actions or their moral choices.

Alliance Spies come from a wide variety of civilian and military roles. The backgrounds included in this section provide a few examples of the storytelling possibilities for Spy characters. These backgrounds can be adapted to any of the Spy specializations as well as to many other **AGE OF REBELLION** careers and specializations, as it is often the case that a Rebel character is tasked with Spy-related duties as part of a mission. Even a frontline Soldier, for example, might get orders to inspect a captured Imperial starship construction facility for valuable blueprints.

## FREERUNNER

Freerunners turn movement into a highly skilled and specialized art form, using speed, strength, and agility to traverse terrain and cityscapes via quick, unexpected, and sometimes risky routes. To keep moving, they use any reachable surface, whether horizontal, vertical, or somewhere in between. They rapidly cross otherwise impassable or difficult terrain, and their fast and erratic movements make pursuit extremely difficult, if not impossible, for untrained pursuers.

Freerunner-style drivers and pilots use their techniques to achieve similar results in vehicles and starships. Some were once stunt pilots or drivers trained to use their abilities in live and recorded performances. Others might have received formal training in tactical driving as bodyguards or security personnel.

With a high degree of training and talent, drivers might spin a vehicle around in a nearly impossibly small amount of space. They can make spectacular jumps while rotating the vehicle about its axis in death-defying and gut-wrenching fashion.

Species that are light, quick, and agile typically make the best freerunners. Their lighter weight means they can land and climb on weaker structures and smaller surfaces. However, strong and athletic species can achieve similar results when using their muscles to make longer leaps or knock aside obstacles.

**Couriers** risk their lives to transport vital data between various Rebel operations, allies, and bases. Freerunners who are naturally speedy, stealthy, and resourceful make good Couriers, as do talented vehicular drivers and ship pilots.

Freerunners use their skills for more than simple evasion. Their ability to climb and traverse unusual routes gains them access to unexpected entry points and hiding places. This makes them excellent **Infiltrators** in missions with challenging physical accesses.

**Interrogator** freerunners clandestinely enter dwellings and other locations, and can secretly question individuals without hauling them somewhere else. In some instances, they may even have to pursue fleeing persons of interest.

**Scouts** use freerunner skills similarly to Couriers, but they do so in military operations. Freerunners excel at reconnaissance-in-force missions, and are especially useful in urban areas.

**Sleeper Agent** freerunners prioritize stealth over speed. The need to maintain their cover means secrecy is all-important. These characters rely on unusual routes to move undetected within tightly controlled Imperial cities and other locations.

**Slicer** freerunners must enter and leave secured locations to gain access to computing systems. Given the tricky configurations of computer cores and Imperial facilities, Slicers may need to personally retrieve physically isolated information. Freerunner skills help them get into otherwise inaccessible areas.

## LAW ENFORCEMENT AGENT

Plenty of current and former law enforcement agents dislike Imperial laws and enforcement methods. Personnel who observe or are forced to participate in the Empire's oppressive operations may become sympathizers or join the Rebellion outright. Officers and detectives have many skills suitable for a Spy career.

Detectives, investigators, and profilers use deductive reasoning and similar skills to analyze new information. These individuals might act as field agents, or they may review incoming data. Patrol officers might have a combination of investigation and fighting skills.



Law officer training depends largely on earlier experience, ability, and residence. Agents on Core Worlds usually receive high-quality training, and are well-versed in Imperial laws, with access to excellent resources and support staff. Agents from less populated or remote worlds are likely to have less training, staff, and resources and depend more on their own skills and experience.

Officers on non-Imperial or more lawless worlds are focused more on regional laws and politics. They are often more concerned with keeping the peace than with following the letter of the law.

These elements impact how law enforcement agents become spies and where best to deploy their skills. Many have extensive knowledge of, and contacts with, underworld elements and criminal syndicates. High-ranking agents know officials of similar standing, providing potential channels for unofficial information.

**Couriers** who served as law enforcement agents know protocols and techniques for stopping and questioning individuals, as well as how to avoid being caught by such approaches. They likely know smuggling techniques and other ways to conceal identities and objects.

**Infiltrators** who were once undercover law officers have the necessary abilities to continue in a similar role. Former detectives excel when a mission continually reveals new information requiring immediate assessment and action.

**Interrogators** share much in common with detectives when questioning suspects. They have similar assessment skills for making the best use of information gleaned and for seeing through any deceptions.

Tough law officers used to working with a great deal of autonomy and leeway, especially in and around the Outer Rim, make excellent **Scouts**. Detectives and those who have been involved in suspect pursuits are particularly suited to this specialization.

**Sleeper Agents** benefit from a law officer's working knowledge of Imperial bureaucracy and attitudes. They might take deep-cover missions in Imperial facilities and operations, serving as officers and working as an inside source for their new allies.

**Slicers** may have backgrounds as law enforcement officers with technical and computer skills. Officers who previously investigated computer fraud and intrusion cases know state-of-the-art cyber-defense systems and techniques, and how to defeat them.

## MAKEUP ARTIST

Espionage field agents live in a world of deception and misdirection. Their true identities must be kept secret through technological, visual, and audial means. It is

perfectly acceptable to publicly wear helmets and masks in some parts of the galaxy, but that typically is too conspicuous when penetrating Imperial targets. While fake identities and falsified records can provide a degree of protection, sometimes it simply isn't wise, or possible, for an agent's true appearance to be seen.

Makeup artists and costumers provide the required skills and techniques to turn someone into just about anyone else. The change could be subtle, with slight alterations to hairstyle, facial hair, and eyes. Radical transformations are also possible using high-quality theatrical masks, prosthetics, and even full bodysuits.

Master holographic technicians may know exotic techniques for transforming an individual using advanced holographic imaging. Holomasks and full-body holographic disguise matrices can be extremely useful (though expensive) in the right conditions.

The wide range of skills and experience among those employed in professional makeup artistry means that Rebel recruits may have any level of aptitude. Some may have specialized in broadcast preparations or amateur theatrical productions. Experienced professionals have more knowledge of successful techniques and more extensive supply kits than those newer to the field. In reality, most Rebel groups must make the most of whatever skills their members possess, along with any available materials and technology on hand.

**Courier** makeup artists can disguise themselves and their allies when making repeated trips to the same location. In this way, they can provide training or expertise to Rebel cells carrying out specific missions.

**Infiltrator** makeup artists who are nimble, dexterous, and fast-thinking can create disguises on the fly. Masters of disguise are particularly useful in quick-change situations or when complex con games and deceptive practices are in play.

**Interrogator** makeup artists can try to imitate or impersonate individuals in a bid to con a target into cooperating. They might also see through the disguises of captured individuals.

**Scouts** often work in the wilderness, so makeup artists and holographic techs might develop camouflage techniques. They could expand such techniques to work at Rebel bases or in urban areas.

**Sleeper Agent** makeup artists can establish and maintain false faces for themselves and their cell members. Makeup artists and holographic techs might continue to work and train in renowned entertainment venues, gaining useful information from workplace gossip.

**Slicer** holographic technicians excel at altering and enhancing holographic and video transmissions. They don't so much slice a system for information as manipulate it to achieve their desired effects.



## PERFORMER

Not every Spy is a silent killer or martial arts expert. Most rely far more on the art of deception and social engineering than on combat abilities. Still, even Spies adept at social manipulation find it useful to be able to dodge and tumble when the situation calls for it.

Performers can be great Spies. Actors may more easily deceive others thanks to their ability to adopt new roles. They might jump between different personas at will, moving seamlessly from one to another during a mission. Actors also have excellent memorization skills, allowing them to quickly parrot complex technical knowledge. Often, they can spot enemy Spies due to an impostor's poor acting.

Stage performers may be able to use some of their act in certain espionage missions. Magicians, illusionists, and sleight-of-hand experts can use their mastery of misdirection to deceive others and palm objects in plain sight. Singers and dancers can employ their skills in social events. Escape artists are naturally good at freeing themselves when captured.



Acrobats and stunt people make excellent **Couriers**. They can use their physical skills to climb, jump, and tumble out of danger. Actors can also use their abilities to deceive others to talk their way out of tight situations and keep moving. Performers might use acrobatic skills or deceptive arts to elude followers or hide until their pursuers have given up.

**Infiltrators** with a performing background use their superior agility during missions. Some take to martial arts training, but any with acting and physical skills can take on many variations of social encounters.

**Interrogator** performers use their acting skills to deceive and manipulate those they question. They might impersonate someone to gain the subject's trust. They are likely to use a wide emotional range to convince someone of their sincerity, concern, fear, or aggressiveness.

**Scout** performers use their physical skills to cross difficult terrain or save themselves from hazards when things go wrong. Actors' skills can help them to convince anyone who questions them that they belong in a location they are scouting.

**Sleeper Agent** actors can play a part for extended periods of time and are skilled at maintaining deep-cover roles. Other performers might gain access to different levels of society through performances, fans, or acquaintances.

**Slicer** performers might be exceptionally good at crafting deceptive effects or spectacular distractions via their slicing abilities. Backstage crew members, directors, producers, and actors might better understand cameras and sensors, ways to deceive them, and ways to deceive others through their use.

## PSYCHOLOGIST

Spies are frequently after information that isn't simply stored in Imperial databases. This can mean prying it out of individuals who know it or know how to find it. Psychological methods can provide an advantage in getting unsuspecting or uncooperative subjects to reveal what they know.

Psychologists can thus be a great asset to espionage operations. Knowing the likely mental state and thought processes of an individual provides insight into what questions should be asked and how to ask them to gain a truthful and useful response.

Determining how to ask a question and knowing who should do so are equally important. Insulting phrases, inappropriate protocol, and rude mannerisms can be detrimental and even reveal a Spy as a fraud. Crude and harsh language probably won't get a Spy anywhere when dealing with prominent scientists or loyal Imperial personnel, but it could be exactly the right approach with underworld enforcers or smugglers.



Rebel psychologists are normally educated in their area of expertise before joining the Alliance, which is important as psychology isn't a subject easily taught in the field. Specific ideas and techniques can be imparted and used in isolation, but amateurs will often miss vital subtleties.

**Courier** psychologists use their talents to talk their way out of tricky situations. They can also smooth over rough relations or intense disagreements between factions and groups. A Courier psychologist might play the role of traveling specialist, helping maintain the morale of far-flung Rebel fighters.

**Infiltrator** team psychologists can tweak the mission plans and approaches on the fly, especially when they depend on deceiving specific individuals. They can offer advice on how an enemy might respond to a specific type of attack.

**Interrogator** psychologists can draw on their professional skills to determine effective questions and probe for emotional weak spots. They can also spot deceptive answers better than most. This gives them advantages in effectively conducting their interrogations, and advising others how to do the same.

**Scout** psychologists operating in the field can analyze new psychological data as it arrives and alter the mission to take advantage of an individual's or group's weakness when it is discovered. Psychologists can also help isolated teams maintain focus and morale during long-term missions.

**Sleeper Agent** psychologists can maintain or reinforce the mental state of hidden agents under tremendous stress. They can also be effective propagandists, helping the Rebel Alliance in improving public appeals for support and designing provocative messages to induce desired Imperial responses.

**Slicer** psychologists can analyze massive amounts of data. They may design programs to reveal tendencies within large populations. They can also investigate Imperial programs in a counterintelligence capacity.

## REPO SPECIALIST

Not all Spy recruits come from honorable professions. Many already operate in the gray regions of galactic society. One such profession is the starship repossession specialist, more commonly known as repo specialist. Some work for legitimate corporations under Imperial licenses and laws. Most, though, work for shady third-party resellers, used starship lots, or even criminal syndicates. In any case, repo specialists use a combination of bounty hunting, burglary, intimidation, and stealth to find and repossess their target. While they might have the legal authority to do so, their techniques work for either side of the law.

A tremendous range of security systems is employed in the protection of starships and vehicles. Some vehicles have nothing at all or only require a basic key or code to access and start. Others have advanced systems with sensors for detecting innumerable methods of attack. While high-end and expensive craft can be expected to have many layers of protection, even relatively mundane or innocuous-looking ships could be so equipped, if the owner is rich and paranoid enough. Combined with ray shields, traps, or weapons, these security systems can be dangerous and even lethal to repo specialists.

Of course, none of that matters if the repo specialist cannot find the ship to begin with. While repo specialists usually get some sort of address or suspected location from their employer, vehicle owners behind in their payments are unlikely to remain in the area if they suspect someone is after them. Additionally, hyperspace-capable starships could jump to almost anywhere in the galaxy, making discovery efforts even more difficult.

**Courier** missions are great for agile repo specialists. A repo specialist's job isn't necessarily finished once the ship is in motion, as angry or well-prepared owners may have the means for immediate pursuit. Good piloting skills (particularly when escaping pursuit) make the repo specialist an excellent Courier.

**Infiltrator** missions depend partly on breaking and entering. This matches well with the repo specialist's ability to overcome and destroy locks and security systems. Repo specialists are also used to sneaking into secured locations.

**Interrogator** repo specialists are adept at questioning others about the location of a certain speeder, ship, or individual. They typically aren't skilled at in-depth investigation, but they can discern much about an individual's attitude and truthfulness with just a few questions.

**Scouts** benefit from a repo specialist's stealth and tracking skills. Repo specialists are unusually adept at tracking specific starships and know methods for detecting engine emissions and other telltale signs of their quarry.

**Sleeper Agent** missions allow repo specialists to continue in their profession and still travel extensively throughout the galaxy. Repo specialists are also used to working under false identities due to concealing their names from their targets.

**Slicer** repo specialists are highly adept at accessing ship computer systems to enter and take control of the targeted craft. They can parlay this skill into slicing much more complex systems on military craft and in other situations.



# SPY DUTIES

**S**pies are the lifeblood of the Alliance. Information is the most valuable resource in warfare, especially when the Empire seems capable of producing countless soldiers and arming them with limitless weapons. It is impossible for the Rebellion to outmatch the sheer power of the Imperial military. Instead, Rebels must outthink it. By remaining at least one step ahead of Imperial procedure, exploiting its standardized tactics, and exposing unprotected secrets, the Alliance holds on to hope. It takes a dedicated network of Spies to make this possible, each performing specific Duties.

A unifying aspect of Spies is their focus on gathering and manipulating information in order to undermine the Empire and aid the Alliance. While this is exemplified in the traditional image of a shadowy figure eavesdropping on a confidential Imperial discussion, Spies are anything but traditional. By their very nature, Spies must be unorthodox. This means that while their Duties share a common thread, individual Spies each learn to apply their talents in a unique fashion to accomplish the task at hand. Because Spies typically operate either independently or in small groups, this training often has a very specific focus.

The gathering and manipulation of information takes many forms, often unexpected ones. Players who select the Spy career may select a Duty from **Table 1–1: Spy Duties** instead of from the ones listed in **Table 2–3: Duty** on page 47 in the **AGE OF REBELLION** Core Rulebook. Another option is for them to work with the Game Master to devise a new Duty that suits their character concept. A Spy's responsibilities can include any of those listed in the table below. Some of these Duties may overlap with those from other careers and specializations, but all have some intersection with the gathering, manipulation, or obfuscation of information.

While the Rebel Alliance is filled with would-be heroes and galactic idealists, both players and Game Masters should remember that a character's Duty is not a reflection of that character's ethics. Spies are often tasked with doing the Rebellion's "dirty work" and given assignments that require morally questionable or even reprehensible actions in the name of the greater good. While this doesn't necessarily mean Spies are any less idealistic or ethical than other Rebels, a great many of them set aside those high-minded luxuries to focus on doing what must be done. They recognize the hard reality of war and are willing to take the necessary steps to ensure the Alliance's survival and victory. This cold pragmatism means that many Spies cling to their Duty with an unwavering dedication. In fact,

their belief in their Duty to the Alliance is often what enables them to undertake morally questionable missions unsuitable to other Rebel agents. When Spies are called upon to commit dark deeds in the name of the greater good, Duty may be the only justification available to them. Duty is the only thing that prevents many Spies from becoming just as monstrous as the Galactic Empire they are fighting to overthrow.

When selecting or devising a Duty, players should consider how their character came to develop the Duty and how it relates to the character's background and life experience. Duties rarely arise arbitrarily; the Rebel Alliance assigns agents where they are most needed and most likely to succeed. Once a player has selected a character's Duty, the player should take time to consider what drives the character to focus on that area. How does the character apply skills, talents, and abilities in furthering this Duty? What makes the character well-suited to the Duty? What separates this Spy from other characters with the same Duty? It's important to remember that a Duty should always be more than a number and a word on a character sheet. It's a key aspect of a character that should be used to guide actions and facilitate exciting roleplaying opportunities during an adventure.





**TABLE 1-1: SPY DUTIES**

d100	Duty Type
01-08	<b>Communications:</b> Player Characters with this Duty understand that the Empire maintains its stranglehold on the galaxy via a strong communications network. Whether working locally or across the galaxy, they specialize in deciphering Imperial communications as well as in encrypting and concealing Rebel transmissions. Often these PCs are on the forefront of innovative communication methods, such as using special patterns on fabrics to alert agents of enemy activities or inserting code words into Imperial broadcasts to pass secret messages to sleeper agents.
09-16	<b>Anti-ISB Efforts:</b> The Empire has a vast information network headed by the Imperial Security Bureau, or ISB. Characters with this Duty focus their efforts on undermining this network with actions that specifically target the ISB, such as feeding false information to its known moles, recovering captured prisoners from ISB detention cells, developing profiles of ISB agents, and ensuring that the hated agency spends its resources chasing dead-end leads.
17-24	<b>Countermeasures:</b> Characters with this Duty serve as cryptographers, secure communications specialists, and data manipulators. Whether spreading false transmissions across subspace or the HoloNet, crafting new electronic protection to keep Rebel data secure, or slicing into Imperial transmissions and data vaults, they are phantoms in the code, capable of weaving digital misdirection while ensuring Rebel electronics remain secure.
25-32	<b>Double Agent Recruitment:</b> PCs selecting this Duty focus on turning Imperial personnel—especially its spies—into Rebellion assets. By playing on the sentiments of those who remain idealistic about the betterment of the galaxy, they gain valuable insight from individuals in positions of trust within the Empire. When that fails, tactics such as blackmail, extortion, and other coercive efforts may be necessary in these desperate times.
33-40	<b>Droid Retasking:</b> While the Empire seems to have an infinite number of organic beings in its service, droids also play a critical role in almost all Imperial operations. PCs with this Duty focus their efforts on disabling and reprogramming these droids to gather intelligence or even setting them against their Imperial masters. By attacking this vulnerable and often-overlooked Imperial resource, such PCs provide vital aid to the Rebel Alliance.
41-48	<b>Internal Security:</b> Deceivers know their own kind. PCs with this Duty focus on protecting the Alliance from moles, double agents, and traitors. They also help maintain safety by ensuring that strongholds, outposts, and safe houses remain undetected by the Empire. This sometimes includes ensuring that supply lines for these locations are maintained and kept secret.
49-56	<b>Interrogation Resistance:</b> Even the most skilled Rebel agent can be captured and subjected to Imperial interrogation. PCs with this Duty specialize in ensuring that they and their fellow Rebels have the physical and mental fortitude to endure interrogation. They also work to ensure that information critical to the Alliance is compartmentalized and secure, so that agents who are unable to resist Imperial questioning don't compromise the entire Rebellion.
57-64	<b>Legend Crafting:</b> PCs selecting this Duty work to create fictitious histories and evidence to back up an infiltrating Spy's cover identity. Known as legends, these false histories help Spies assume a cover identity that becomes a fully realized person and can be easily presented to others. These efforts usually also include planting falsified information or doctored holos into Imperial databases, so that anyone researching the Spy's cover identity will find a host of data that corroborates the legend, enough to pass rigorous examination.
65-72	<b>Psychological Warfare:</b> Fear is not only the purview of the Empire. PCs with this Duty attempt to spread fear among enemy forces in an effort to weaken morale and destroy the discipline that is the hallmark of the Imperial Army and Navy. They also regularly combat Imperial propaganda and look within the ranks of the Empire itself for personnel who might easily be swayed into joining the Rebellion.
73-80	<b>Resource Acquisition:</b> Blasters and bacta are important for survival, but Spies with this Duty endeavor to acquire other resources to aid the Alliance. These include enemy uniforms, Imperial credentials, and other tools of deception. Spies with this Duty are certainly glad to acquire medical supplies, weapons, and other necessities, but their skillset allows them to obtain equipment more suited to subtle missions.
81-88	<b>Tactical Insight:</b> Wars are sometimes won before a battle is ever fought. These PCs specialize in gathering information on Imperial military tactics and using these secrets to exploit weaknesses in the Empire's deployment plans and combat strategies. They also attempt to undermine Imperial tactics by planting false intelligence in Imperial battlefield reports or allowing fabricated reports on Rebel troop movements to "fall into enemy hands."
89-96	<b>Wetwork:</b> PCs with this Duty know that sometimes questionable, if not downright immoral, acts must be committed in the name of the greater good. The quiet death of a single key individual, after all, can save many lives or keep important secrets buried for good. They're willing to do the unthinkable for the cause, and eliminate or assassinate critical Imperial personnel to prevent or undo a greater evil.
97-00	Roll twice on this chart. The PC's Duty is equally split between two different areas of focus, and success in either is good for increasing Duty value.





Balosar



Kubaz



Melitto

## NEW SPECIES

Information is a commodity that is gathered, hoarded, and traded among almost all sentient species of the galaxy. The eyes, ears, antennae, and olfactory glands of all self-aware beings are used to understand their environment. This is more than a simple desire: at its core, it is a survival instinct. Understanding one's environment can mean the difference between life and death in a hostile location—and few environments are more hostile than a galaxy ruled by the Galactic Empire.

This means that all species available to Player Characters are suitable for the Spy career. The three species presented in the following pages are natural Spies, each able to use the career and its specializations in its own unique way. As non-human species, they have a naturally adversarial relationship with the Galactic Empire, but this does not ensure service to the Rebel Alliance. These clever and crafty species are often motivated by self-interest rather than by a sense of altruism or idealistic dreams.

From the skies and seas of their homeworld to the very words they speak, Balosars are a polluted species. Yet, their silver tongues and devil-may-care attitude allow them to thrive amid chaos and danger. The Galactic Civil War makes little impact on these people as they fight to survive the corporate machinations

that dominate their society. Balosars who operated as spies and then managed to disentangle themselves from the industrial espionage on their homeworld find their talents well suited to the Rebel cause.

The Kubaz are new to galactic society compared to other species, but their ability to endure harsh environments and endless clan wars means they are able to quickly adapt to the chaos and tyranny that has consumed many worlds. Slipping between shadows and gathering forgotten whispers, they sell secrets to the highest bidder. A handful recognize that their survival hinges on more than slinking about and trading secrets for credits, though. Pragmatism, more than idealism, often drives a Kubaz to join the Alliance.

Strange and insectoid, the Melittos have unique perceptive abilities and exotic customs that allow them to approach the art of deception in an unorthodox fashion. Other species easily underestimate Melittos who venture out into the galaxy due to their lack of obvious auditory and visual receptors. What few know is that the hairlike cilia that cover their bodies give them uncanny information-gathering skills. Melitto exiles cast out from their homeworld and forced to travel the galaxy often find a new hive in the ragtag heterogeneity of the Rebel Alliance.



## BALOSARS

Across the galaxy, Balosars are regarded as untrustworthy grifters and con artists. Callow and opportunistic, these near-humans are scorned by respectable society. Despite perceptions across the galaxy, though, Balosars are quite glib and somehow manage to talk their way into (and out of) situations that are none of their business. It is this talent, combined with their stubborn refusal to surrender when things go badly, that allows them to survive and thrive in a galaxy torn apart by war and corruption.

**Physiology:** Tall and gaunt from generations of exposure to the pollution that plagues their homeworld, Balosars possess the same features and diversity found among humans across the galaxy, save for a pair of retractable, segmented antennapalps that push through the thick hair atop their head. Their voices are often low and gravelly, though not from any genetic feature. Instead, this comes from years of breathing the toxic atmosphere of their native planet. Balosars have the same natural lifespan as humans, though many of those who remain on their homeworld die prematurely from the planet's poisoned atmosphere—or by more nefarious means when they're on the wrong end of a clandestine deal.

**Society:** Balosars are survivors above all else. They value pragmatism, leaving morality to those who have the luxury of high-minded ideals. Children receive little formal education and instead are raised in the shadows of the massive factories that cover their homeworld. Only the resourceful and clever live to adulthood. Those who do must rely on the use of empty promises and double-dealing to achieve any level of success. Under the subjugation of the corporations that rule Balosar, few rise to anything resembling a position of power or even manage to live comfortably unless they are able to lie, cheat, or steal their way into employment with these amoral businesses.

Few even attempt to reach for this impossible status. Instead, many look for the first opportunity to leave their poisoned homeworld and carve out a niche elsewhere in the galaxy. Knowing that it is almost impossible for a near-human to achieve success under Palpatine's rule, most seek fortune and glory in the galaxy's criminal underbelly, working for a Hutt kajidic, the Black Sun syndicate, or a similar organization. Even other criminals tend to distrust Balosars, which makes it difficult for them to obtain a respectable position. Instead, many must content themselves with being an errand runner, informant, or peddler of illegal goods.

Even in these low-level positions, Balosars are quite skilled at gathering information. Some establish themselves as invaluable employees by quietly amassing critical information and revealing it at a key moment. Others secretly sell their information to corporations,

competing criminal organizations, or whoever is willing to pay their substantial fee. In spite of Balosars' pride and tenacity, their tendency to quietly betray their employers prevents them from finding positions of respect and authority, regardless of how well-informed or skilled they are.

**Homeworld:** Balosar is a Core World in ruins from unchecked industry. In its most famous industrial operation, balo mushrooms, found only on Balosar, are refined in towering factories to produce ixetal cilona, a powerful narcotic used in everything from death sticks to interrogation drugs. Though technically subject to Imperial rule, Balosar is in fact controlled by massive corporations, among them BioTech Industries and Fergriss Pharmaceuticals. These corporations continually engage in industrial sabotage and espionage, using the native Balosars as pawns in their greedy machinations. Substantial kickbacks to corrupt officials ensure the Empire ignores these illicit operations. Balosars caught in the webs of corporate corruption refuse to turn to the Empire for aid, fearing draconian reprisals—even orbital bombardment—that would sound the death knell for their already dying world.

What little land that is not covered in factories and urban sprawl is home to corporate-controlled farms, many of which extend far underground. Each field is under heavy security. Corporations maintain greenhouses with intrusion countermeasures that rival those on Coruscant. These include enforcement droids, patrol craft, and large squads of armed guards. The farms, especially those underground, grow the coveted balo mushrooms, which are harvested and then refined into ixetal cilona in the city. It is regular practice for competing corporations to hire teams of deniable assets to rob, sabotage, or even destroy growing fields controlled by an opposing company. Many Balosars are tempted to engage in these quick and dirty operations for the promise of a few fast credits while throwing a spanner into the machinations of one corporation or another.

**Language:** The Balosars speak their own language, also called Balosar. It combines rasping hisses and odd clicks with subtle gestures from their antennapalps. This makes it impossible for non-Balosars to communicate fluently; when outsiders speak the language, it comes off as stilted and crude. Balosars speak Basic and are as capable as humans of learning other languages. They also regularly use their antennapalps to pass simple messages to other Balosars without other species taking notice.

**Life in the Alliance:** Most Balosars join the Rebel Alliance out of a simple desire to survive. Those who can tolerate the idealistic rhetoric of the Alliance find themselves in the unlikely position of being seen as valued assets because of their natural charm. Some Balosars find purpose or even hope among their new allies, discovering a renewed spirit and an unexpected sense of belonging.



## DEATH STICKS

**D**eath sticks are a highly addictive and highly illegal narcotic. Distilled and refined from ixetal cilona, they are sold in small, easily concealed, red or yellow rods. When consumed, they produce deceptively mild hallucinations in the user. Unfortunately, death sticks are very addictive after even a single use and rapidly destroy both physical and mental health at an alarming rate.

Long-term use can reduce an addict's lifespan by nearly half, and it is rumored that death sticks can diminish a Force sensitive's connection to the Force. Characters under the influence of death sticks suffer  $\square$  on any task they attempt for the remainder of the encounter; at the GM's discretion, they may also find their Force rating reduced by one for the same amount of time. The effects of long-term addiction take years or decades to manifest and are likely to be beyond the scope of a single campaign.

## SPECIES ABILITIES



- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Balosars begin the game with one free rank in Streetwise. They still may not train Streetwise above rank 2 during character creation.
- **Antennapalps:** Balosars add automatic  $\mathcal{U}$   $\mathcal{U}$  to Vigilance checks they make.

## KUBAZ

Distinguished by their long snout and green-black skin as well as the whirling trill of their native tongue, the Kubaz flit from shadow to shadow. Their sensitive eyes observe what remains unseen by less perceptive species. Consummate pragmatists, the few Kubaz who travel beyond their homeworld of Kubindi do what is necessary to survive the dangers of life in Palpatine's regime. Keen senses and a willingness to set aside moral obligations that burden other species cement their place as some of the most sought-after spies and informants on all sides of the Galactic Civil War.

**Physiology:** The most distinctive trait of the Kubaz is the long snout that dominates their face. Contrary to common galactic perceptions, their sense of smell is no keener than that of most species. Instead, this snout is a natural evolution of the Kubaz and their unique insectivore diet. Kubaz are passionate about their food, making little distinction between common insects and sentient insectoids. This often leads to tension between Kubaz and insectoid species such as Geonosians, Melittos, and Verpine.

Most Kubaz keep their coarse hair cut short, its dark color accenting their green-black skin. Those traveling offworld typically wear protective lenses or goggles to shield their sensitive eyes, which are quite keen from generations of living in the twisting hive caverns of their homeworld. Contrary to what one might assume due to their strange appearance, Kubaz are mammalian, with body proportions and lifespans similar to those of humans.

**Society:** Countless densely populated clans of Kubaz live in the winding caverns that burrow deep beneath the surface of Kubindi. These clans engaged in generations of tribal wars over the harvesting of the hives of the great insects that serve as their primary food source. Finally, through selective breeding and genetic manipulation, each clan was able to distinguish its insectoid livestock from that of neighboring clans. This led to a longstanding peace, which holds to this day. Diplomacy, cooperation, and the exchange of information accompanied this peaceful resolution, giving rise to general prosperity and scientific advancement. Before long, the Kubaz began exploring nearby planets in spacecraft considered primitive by galactic standards. Their starships were incapable of hyperspace travel, though particularly adventurous Kubaz began to establish colonies on several moons in the Ku'Bakai system.

Because the Kubaz never formally joined the Republic, they remained relatively unscathed during the horrors of the Clone Wars. By the time the Empire rose to power, the Kubaz had only recently developed ships capable of hyperspace travel. This cemented their place as a species in galactic society. Unfortunately, it would be the last great achievement of the Kubaz. The Empire saw little value in the Ku'Bakai system or its natives and looked the other way as they were claimed as the property of Hutt Space. Warring Hutt kajidics enticed Kubaz into their services with promises of wealth and power. The Kubaz, realizing the need to quickly adapt to the highly advanced galactic society beyond their native star system, readily accepted offers from Nar Shaddaa and other Hutt stronghold worlds.

Ever the pragmatists, the Kubaz now make every effort to ingratiate themselves with the highest bidder, and they have quickly proven themselves invaluable



information brokers. The morality of working for ruthless gangsters and alongside hired killers matters little to them. They have survived the scorching heat of their homeworld and generations of civil war. The Kubaz respect survival and the ability to quietly endure above all things. As such, they make few judgments (even among their own people) about the actions and choices of other individuals. In fact, ethical questions and discussions about morality are considered to be a strange luxury reserved for other species. That is not to say that the Kubaz are malicious or perform evil acts for their own sake. They simply respect that each task put before an individual needs to be solved efficiently in order to advance in a given situation. Whether one's employer is a Hutt crime lord, Imperial officer, or Rebel spy is of no concern. Each day reveals new secrets to a clever Kubaz, and each new secret is an opportunity to be exploited.

**Homeworld:** Located in the Outer Rim, Kubindi is a world burnt by its own sun. Great flares leap from its blue star and devastate the planet's surface, making the planet uninhabitable to all but the hardest of species. Most of its surface is dominated by blackened mountain ranges and seas of endless, windswept sand. Sandstorms can arise in an instant, choking the life out of any creature caught out in the open. Only swarms of massive carnivorous insects dare live aboveground, burrowing into the arid wasteland when the storms appear. Many natives regard these dangerous beasts as a delicacy. Clan rulers regularly hire hunting parties to brave the planet's surface in an effort to recover them alive to be served as gourmet fare. The Kubaz dwell in tunnels so deep as to almost reach the planet's core. In the pitch black far beneath the surface of Kubindi, they raise crops of genetically modified and marked insect larvae, which are a staple of the Kubaz diet and a necessity for survival.

Few offworld traders visit Kubindi, as it has little to offer the galactic market and remains under the protection of the Hutts. However, some of the moons of the Ku'Bakai system have established colonies that host clans of Kubaz. These outposts are hotbeds of information and illicit secrets. Due to the presence of the Hutts, however, it is difficult to separate truth from rumor, both of which pass freely between whispering travelers and pragmatic natives.

**Language:** Though most Kubaz understand Basic, they are unable to speak it. Their native tongue, Kubazian, is subtle and complex, combining shrill squeaks and whistles with the almost imperceptible snout motions so common among the Kubaz. Very few outsiders are capable of speaking Kubazian, but those who do earn a measure of respect for their efforts.

**Life in the Alliance:** Kubaz who join the Rebellion are rarely idealists. Instead, they recognize that both the Hutts and the Empire offer false promises and oppression to their people. This makes the Alliance

an unlikely but logical choice. Their sharp senses and unwavering commitment to whatever task is set before them makes Kubaz natural spies, infiltrators, and assassins. These traits make them particularly suitable for performing many of the necessary but morally questionable missions that more idealistic freedom fighters are loathe to undertake.

## SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Kubaz begin the game with one free rank in Stealth or Survival. They still may not train Stealth or Survival above rank 2 during character creation.
- **Enhanced Vision:** When making Ranged combat or Perception checks, Kubaz may remove up to ■ ■ imposed due to concealment or applicable environmental factors (but not defense).

## MELITTOS

Melittos are insectile, chitin-plated bipeds who hail from the volcanic Inner Rim planet of Li-Toran. Lacking eyes, they rely on auditory organs and feathery cilia to sense their surroundings. The cilia cover their bodies, allowing them to detect vibrations, scents, and even electrical fields. Through powerful scent-memories, Melittos can identify and track specific targets and penetrate clever disguises. They can even sense the chemical compounds that identify diseases, making them gifted natural physicians. Many Melittos use their abilities to become renowned bounty hunters or trackers.

Nearly all Melittos live in densely packed underground hives, although a few exist outside of hive society. Most of the latter, known as ronin, leave their homeworld to travel the galaxy. Some of them find new purpose in contributing to the Alliance via their rare abilities.

**Physiology:** Melittos are cold-blooded, preferring hot climates whenever possible. Newborns lack the species' distinctive chitin scales, which grow as they mature, making it possible to judge age by the number, size, and condition of the plates. Melittos' cilia also grow with age, beginning as brightly hued strands and becoming less colorful over the years. Chitin and cilia coloration indicates a Melitto's hive of origin, though the sightless Melittos rely on individual scent-memories for this information.



Melittos can only digest sugary liquids. Their diet consists primarily of the crimson sap from a native coral-like organism known as bleeding rock, which grows in the thick steam within Li-Toran's underground tunnels. The air in the tunnels contains much higher densities of toxic compounds than the world's already dangerous surface atmosphere. As the Melittos evolved in this harsh environment, their very survival depends on these toxins. When offworld, they must wear a special survival device that lets them breathe the same compounds; the device also distills local foodstuffs into sweet-smelling liquids that simulate bleeding-rock sap.

**Society:** Melittos live in caste-based hives, each controlled by a single queen, who is supported by younger females known as myrmitrices. Queens and myrmitrices emit special pheromones that control the males, who are called myrmites. The myrmites make up the majority of the population and perform almost all hive activities, including combat, maintenance, and, most importantly, agriculture.

Hive society is built around tending bleeding-rock coral farms and harvesting the highly nutritious red sap the coral produces. This is a difficult process, and poor harvests can rapidly lead to population pressures. Thus, when a hive becomes too large to operate given its food supply, groups of myrmitrices and their myrmite followers soon leave, either voluntarily or forcibly. The exiles create a new hive in another underground region, and soon the myrmitrices vie to become its new queen in a deadly struggle. The victorious myrmitrix and her myrmites take control of the new hive. Surviving myrmites belonging to defeated myrmitrices become hiveless ronin, most of whom leave Li-Toran for new lives. Some seek out organizations on other worlds to act as surrogate hives for them, while others strike out on their own and become independent agents.

### THE UNENDING CONFLICT

**L**ong before the fall of the Republic, there was a time in Melitto history known as the Unending Conflict. Overdevelopment had left few viable locations for new hives, causing myrmitrices to compete for the same caverns. Worse, before any conflict could end, new myrmitrices with fresh soldier-myrmites would join the battle and continue the violence. For centuries, this escalated until the level of underground warfare caused whole tunnel and cavern networks to collapse. To prevent all-out catastrophe, the largest hives formed a planetary council to end the existing battles and work to ensure such wars were not repeated. One part of its solution was to begin colonization efforts, sending myrmitrices and their myrmites to neighboring systems.

### THE FREE MELITTO

**R**umors tell of a hidden organization known as Hive Ronin operating on Li-Toran, one that doesn't have the typical hive structure and is filled only with ronin. Legends say its members have formed mercenary groups, smuggling rings, and even guilds of assassins.

The infamous and amoral Melitto bounty hunter Sarco Plank is thought to have been part of this group. Known as the Scavenger, he has spent many years tracking down priceless relics for buyers, leaving a trail of death and destruction in his wake. Plank operated across the Outer Rim for years, until a fateful encounter with a young X-wing pilot at a Jedi Temple on Devaron. There has been no word of Plank's actions since, something that many find even more worrisome.

**Homeworld:** Li-Toran is a harsh world of violent storms. The intense volcanic activity creates dark, noxious clouds that let almost no light pierce through to the ground. These factors have made the planet extremely hot and unpleasant to outsiders. Rivers of molten rock carve complex networks of constantly shifting tunnels through the crust, where most of the native flora and fauna evolved. Many of the tunnels expand into huge caverns, some kilometers in size, where Melittos make their hives.

On the surface, the Empire has a garrison named Dometown to monitor the population. The posting has become somewhat of a punishment detail due to the dangerous conditions; stormtroopers here sometimes refer to it as Doomtown. Traveling elsewhere on the planet (or rather, below its surface) demands heavy environmental suits for even short durations.

**Language:** Melittos communicate primarily through pheromones; even their written language is composed of scents rather than letters. This makes it hard for outsiders to communicate with them. To mitigate this issue, the Melittos' survival device includes a vocoder to translate their pheromones into Basic and others' Basic into their scent-language.

**Life in the Alliance:** The major hives of Li-Toran are highly isolationist; citizens care little for the barely comprehensible politics of the Empire or Alliance. Li-Toran itself has few valuable resources of interest to the Empire. However, the Empire conscripts ronin from across the galaxy into forced labor in harsh environments and toxic factories where the conditions would be fatal to others. Such practices have led to a growing hatred for the Empire among the ronin.



Melitto ronin have much to offer the Alliance: their combat skills make them excellent Soldiers, and their unique senses make them particularly well-suited for the Spy career. Their innate medical skills facilitate work as field Medics as well. Though many ronin find themselves confused by the social interactions of other species, the tactical abilities many develop in hive warfare can also make them skilled Commanders.

### SPECIES ABILITIES



- **Wound Threshold:** 9 + Brawn
- **Strain Threshold:** 11 + Willpower

- **Starting Experience:** 100 XP
- **Special Abilities:** Melittos begin the game with one rank in Perception. They still may not train Perception above rank 2 during character creation.
- **Sightless Vision:** Melittos can perceive their surroundings without needing light, and they never suffer penalties on combat or Perception checks due to darkness or other environmental factors that affect vision.
- **Reliant on Toxins:** Melittos require the toxins of their native atmosphere to live; offworld, they gain free special respirators to emulate the conditions of their homeworld. They treat standard planetary air composition as a corrosive atmosphere with rating 6 (see page 228 of the **AGE OF REBELLION** Core Rulebook).

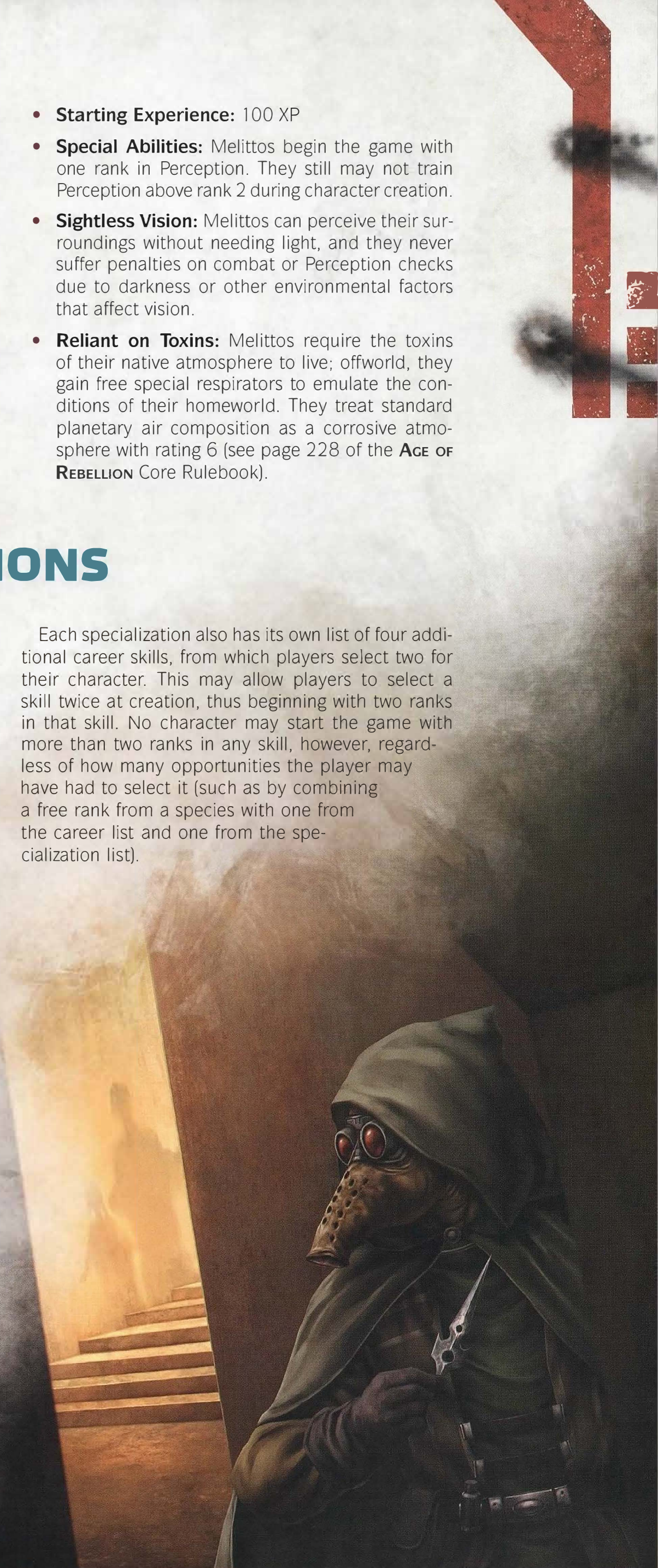
## NEW SPECIALIZATIONS

Gathering and securing military intelligence is the province of the Spy. Different situations call for different techniques to effectively complete data acquisition and transfer. This section explores specializations that involve techniques beyond those included in the **AGE OF REBELLION** Core Rulebook. Operatives with these specializations risk their lives in using these distinct approaches to ensure the Alliance has the information it needs to gain the upper hand.

These three new specializations are available to characters who have chosen the Spy career. They may be selected as a character's first specialization, or they can be purchased as additional specializations with experience points earned through gameplay (see **AGE OF REBELLION** Core Rulebook, page 103). Similarly, characters pursuing other careers may spend experience points to acquire these specializations as non-career specializations. Either approach makes it straightforward to integrate these specializations into a campaign.

All Spies, regardless of their specialization, have eight core career skills: Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, and Stealth. These skills represent the core areas of competency that all Spies are likely to possess or develop. Spy characters automatically gain one rank each in any four of these skills of their choice without spending starting experience, and they receive a discount when they spend experience to purchase ranks in any of these skills.

Each specialization also has its own list of four additional career skills, from which players select two for their character. This may allow players to select a skill twice at creation, thus beginning with two ranks in that skill. No character may start the game with more than two ranks in any skill, however, regardless of how many opportunities the player may have had to select it (such as by combining a free rank from a species with one from the career list and one from the specialization list).





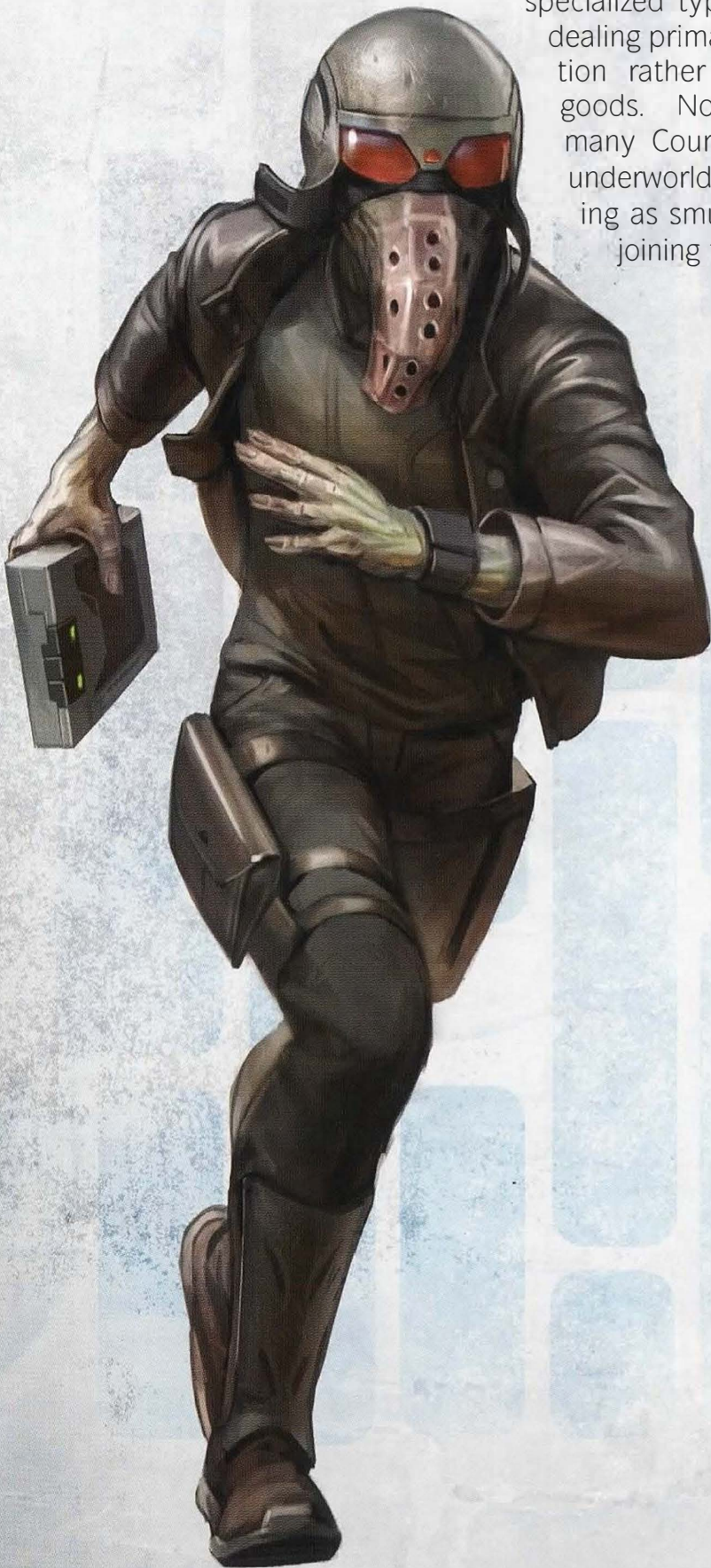
# COURIER

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## ENSURING DELIVERY

There is more to military intelligence than stealing the enemy's secrets. That data must be secured and delivered to the specialists who can best exploit it. The Courier specializes in transporting critical information, often while working incognito far behind enemy lines. These experts take the necessary risks of repeatedly crossing through security checkpoints or even active battlefronts. They must be capable of operating under foes' scrutiny without drawing undue attention. To a cer-

tain extent, these Spies are a very specialized type of smuggler, dealing primarily in information rather than physical goods. Not surprisingly, many Couriers developed underworld contacts working as smugglers prior to joining the Rebellion.



Couriers acquire **Athletics**, **Deception**, **Streetwise**, and **Vigilance** as additional career skills. If this is the character's starting specialization, the player may choose two of these skills and gain one free rank in each without spending starting experience. In order to avoid Imperial entanglements, Couriers must be capable of operating without drawing attention to themselves. As they cannot expect to always succeed, these characters must also recognize the signs of trouble and have the ability to act quickly to escape entrapment. Because they often face overwhelming odds, personal speed is typically a higher priority than a trusted weapon.

Some Couriers prefer to work consistent routes as they shuttle information away from prying Imperial eyes. These specialists need a reliable cover story that they can use repeatedly. They might pose as merchants or transport drivers plying consistent trade routes. In a few instances, a Rebel might even take on the cover profession as a means of obtaining additional income, carrying innocuous cargo to market while smuggling critical information. Such Spies go to great lengths to ensure that their business interests are completely legitimate, so that they do not attract any undue attention. They also make sure that those interests are at least marginally profitable. A merchant who loses money consistently for years, after all, is just as likely to draw government attention as one who manages exorbitant profits. These individuals may even establish friendly relationships with the guards along their routes, and their frequent passage through Imperial territory becomes just a part of a station's routine traffic. In these cases, typically only a subset of their transits include military intelligence.

Other Couriers deliver critical data to Rebel specialists in a variety of locations instead of adopting a mundane occupation that involves travel on regular routes. Some are enthusiastic adrenaline junkies who call on wild speed and quick thinking to overcome Imperial security. More risk-averse Couriers simply excel at developing good cover stories and staying true to their roles during a mission. Adrenaline junkies or not, these Couriers are unlikely to have any established relationship with the local Imperial guards. Consequently, they must quickly determine how to bypass security or rely on other intelligence sources to prepare for it.

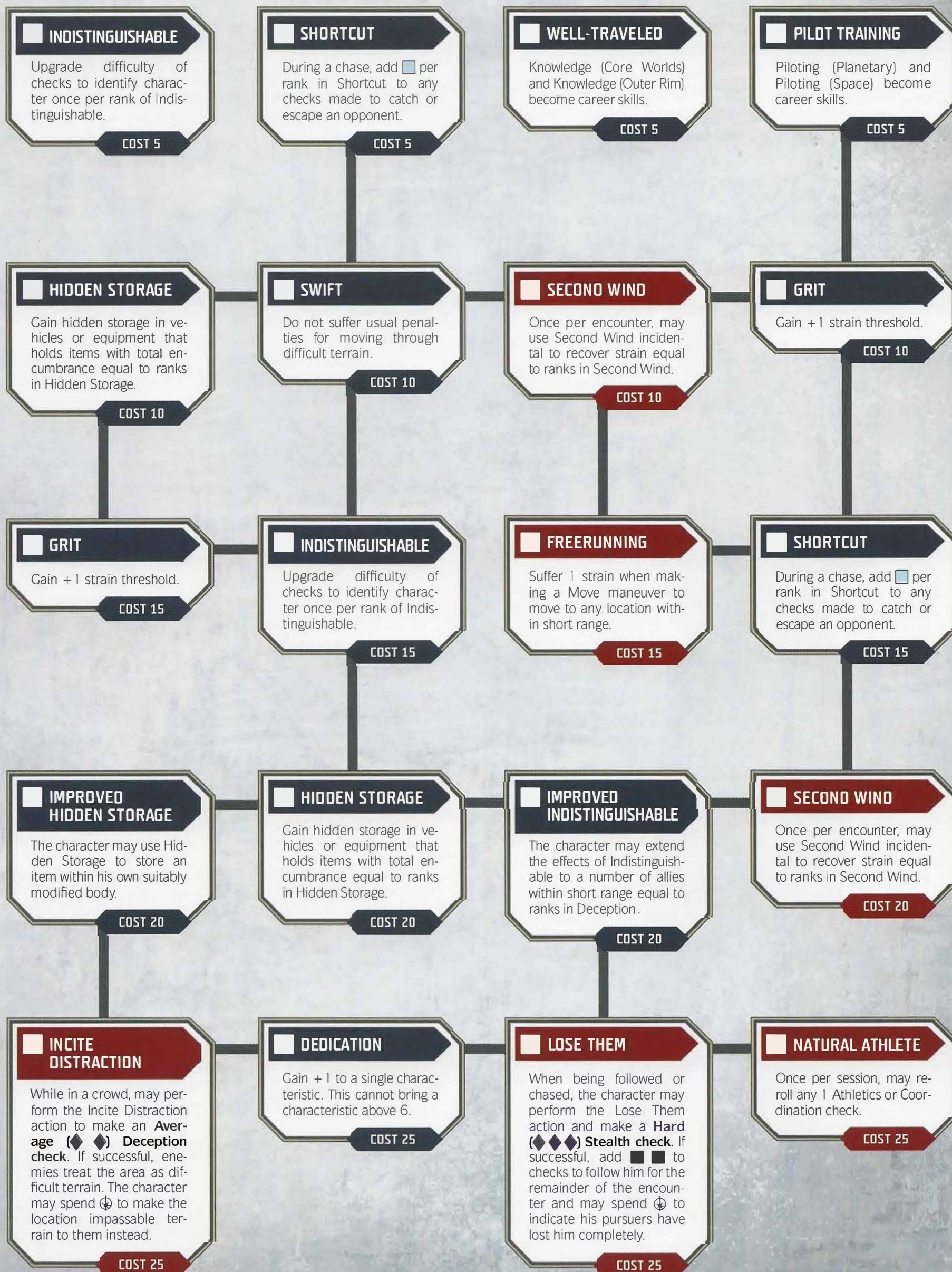


# Spy: Courier Talent Tree

**Career Skills:** Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth  
**Courier Bonus Career Skills:** Athletics, Deception, Streetwise, and Vigilance

ACTIVE

PASSIVE





# INTERROGATOR

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A portion of the most critical military intelligence is never officially documented. Some parts might not even seem like valuable information at first. A Slicer may never uncover a minister's esoteric hobbies that could be used for blackmail. An Infiltrator might not recognize that an old plaque conceals a datachip loaded with secrets. Skilled Interrogators, however, can uncover secrets that their subjects might not even recognize they possess. Often, this requires that the subject be captured first, but some operatives are so

skilled and subtle that they can extract secrets from targets through casual conversation without letting the targets realize what has happened. These specialists grant the Rebellion unexpected and unorthodox advantages that it needs to succeed against enormous odds.



## ENSURING ANSWERS

Interrogators acquire **Charm**, **Coercion**, **Medicine**, and **Perception** as additional career skills. If this is the character's starting specialization, the player may choose two of these skills and gain one free rank in each without spending starting experience.

In order to successfully question a target, an Interrogator needs to have some background info about the subject, possibly including personality traits, loved ones, and interests, in addition to knowing what type of information to seek. Personal history is critical to gaining leverage over a target. Interrogators must be versed in a range of information extraction techniques so that they can determine the best method for a particular foe. Physical coercion can work effectively against some enemies, but for others, psychological attacks are far more efficient. Recognizing the best technique and having the appropriate tools readily available makes each interrogation faster and the results more reliable.

A physically imposing questioner may rely upon violence, and this technique can sometimes be effective. However, it is invariably cruel. Further, Imperial officers are trained to resist these techniques, reducing their efficacy. Additionally, some subjects recognize that the consequences for giving in to this type of torture can be as severe as those for resisting it. For these reasons, the most effective of interrogations eschew physical techniques for social ones.

Many Interrogators instead use a combination of Charm and Deception to effectively draw information from their subjects. They may intimidate through threats—often to the subject's friends, family, or special interests—rather than direct violence. Demonstrations of power over those other parties can provide additional leverage, though such demonstrations may be fabricated as necessary.

Either type of Interrogator may educate allies on the best ways to resist enemy questioning, something even non-combatants in the Alliance may face at some point. This may involve working with students in simulated questioning sessions, but it can also incorporate observation of the Interrogator at work. Crucial to either approach is having students watch people while they are breaking, partly so that students can recognize what this looks like, but also to help them identify the types of leverage that might be used against them, so that they can work to mitigate the effectiveness of those tactics.

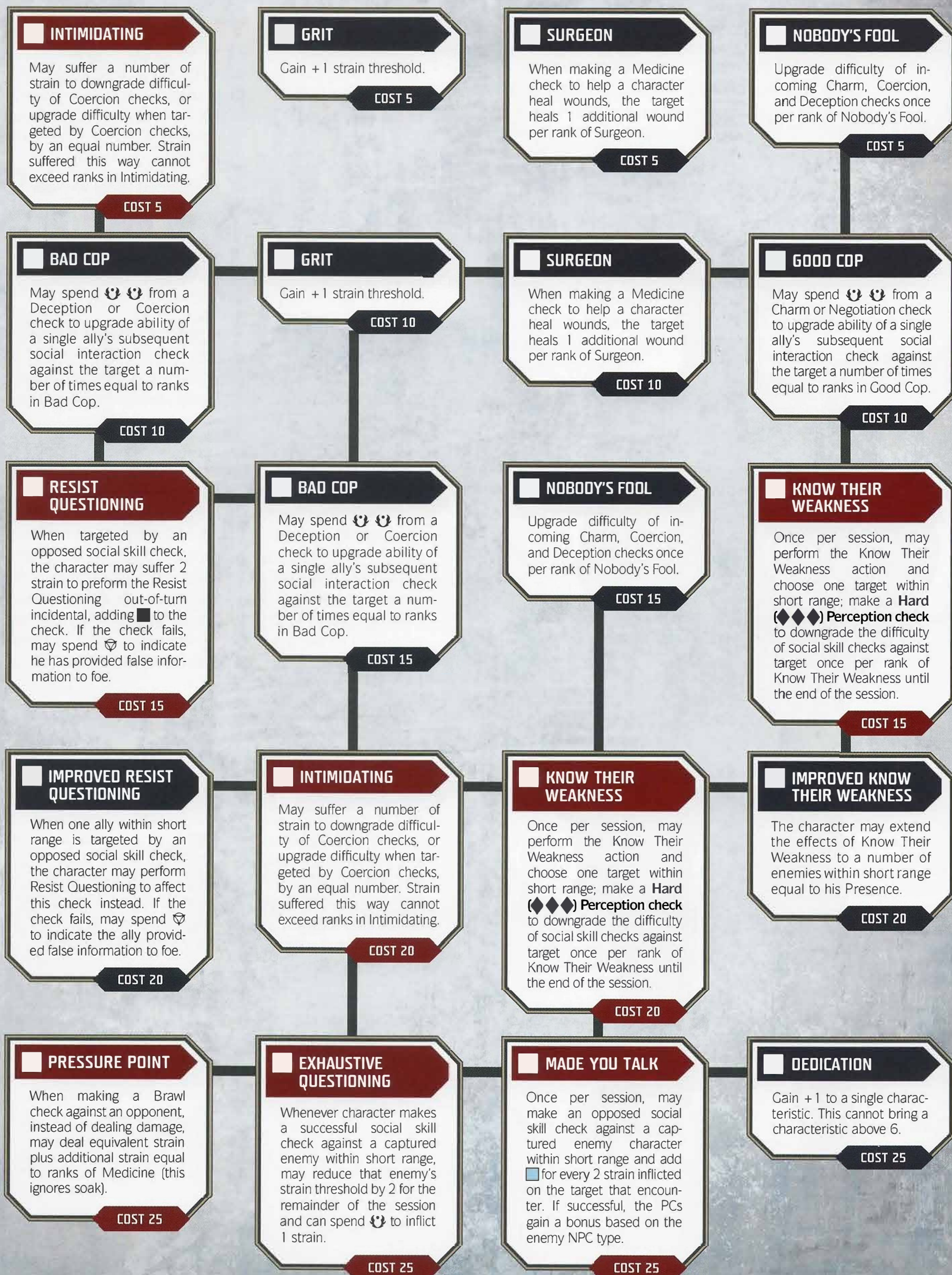


# Spy: Interrogator Talent Tree

**Career Skills:** Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth  
**Interrogator Bonus Career Skills:** Charm, Coercion, Medicine, Perception

ACTIVE

PASSIVE





# SLEEPER AGENT

↘↘↘↘↘↘↘ ↘↘↘↘↘

**S**pies must be able to tell convincing lies. Often, a lie only needs to hold up for a few seconds—just long enough for the agent to complete a crime. In some cases, the lie must be more convincing and survive much more detailed scrutiny. Sleeper Agents must be able to operate in isolation from their support network for months or even years at a time. During such missions, operatives should blend seamlessly into their host environments, never arousing even the slightest suspicion. Sustaining believable

lies for this much time requires dedication so that no hint of their real identity ever emerges. For some Sleeper Agents, their artificial guises are so ingrained that it takes effort to emerge from them once a lengthy mission is finally over.



## ENSURING TRUST

Sleeper Agents acquire **Charm**, **Cool**, **Discipline**, and **Knowledge (Education)** as additional career skills. If this is the character's starting specialization, the player may choose two of these skills and gain one free rank in each without spending starting experience.

On a mission, the vast majority of Sleeper Agents' time involves working a mundane job that may seem unrelated to their objective. In a few cases, the job is a military one, but those assignments require extensive security checks. More often, the Sleeper Agent works a civilian job that may have military connections. The agent may even serve as a member of a criminal organization. Whichever is the case, the Sleeper Agent's duties offer peripheral access to a resource that is of great interest to the Rebellion. It is vitally important that agents remain constantly discreet about their true intentions.

All Sleeper Agents must be proficient in some profession that is not inherently related to uncovering military intelligence for the Rebellion. They might not need to be experts, but they must be able to convincingly assume an unremarkable civilian or military career. This act must be sustained for an extended period of time while the operatives wait to have their missions activated. Some missions focus entirely upon placing agents in critical places so that they can be activated to avert a currently unknown crisis. In these cases, the agents might pursue their cover career for years. Other missions have established timeframes or discrete objectives that the operative must pursue without raising suspicion.

Critically, Sleeper Agents must remain unflinchingly loyal to their cause. At the same time, they must be able to maintain the illusion that they are loyal to the enemy. In the case of extended assignments, they must build friendships and working relationships with their foes—relationships that they know they will eventually betray. Few individuals are capable of maintaining this level of duplicity without developing some level of emotional attachment. Such attachment incurs terrible risk, as it could lead to hesitation at a critical juncture.

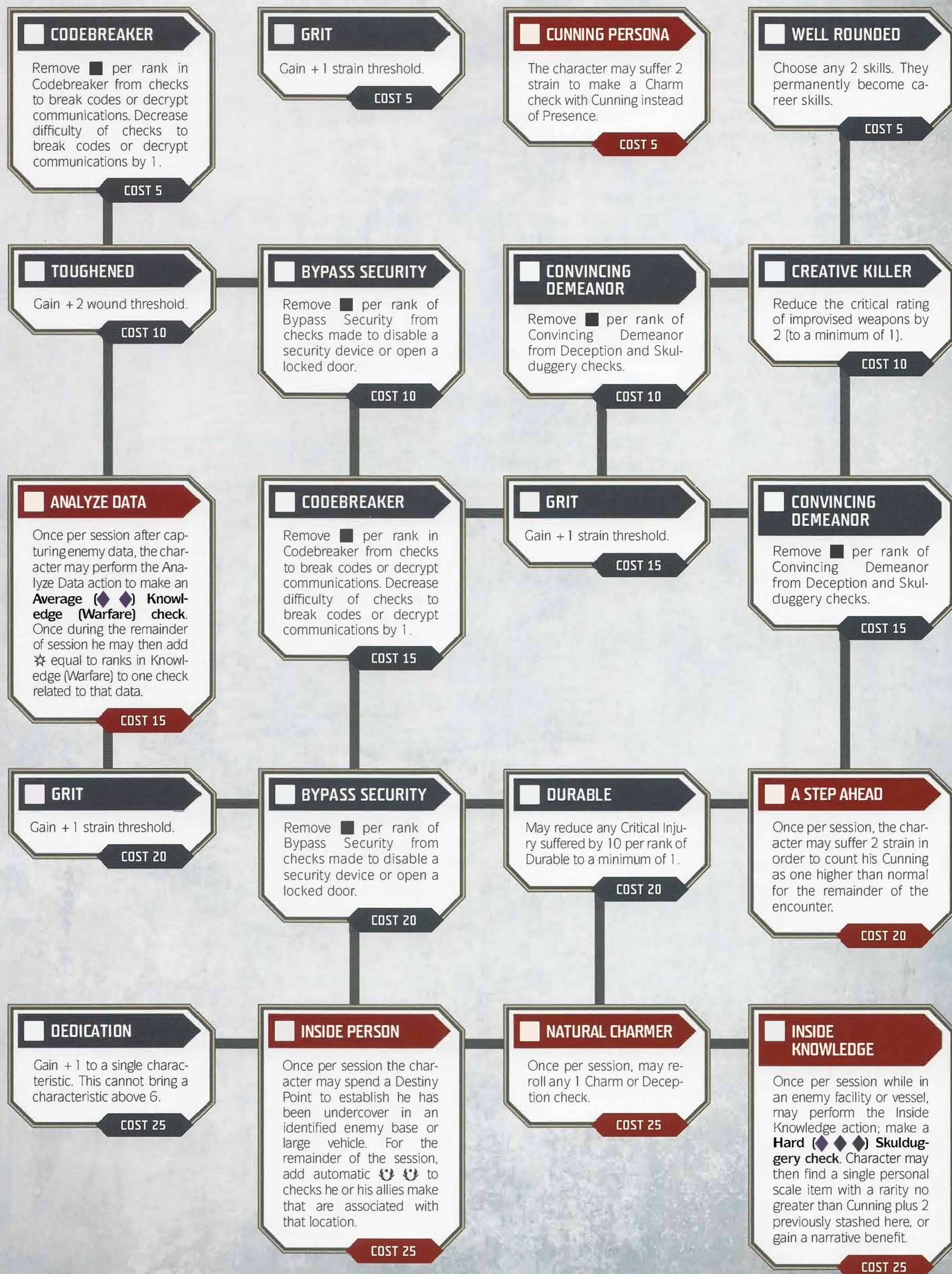


# Spy: Sleeper Agent Talent Tree

**Career Skills:** Computers, Cool, Coordination, Deception, Knowledge (Warfare), Perception, Skulduggery, Stealth  
**Sleeper Agent Bonus Career Skills:** Charm, Cool, Discipline, Knowledge (Education)

ACTIVE

PASSIVE





# NEW TALENTS

The following pages describe each new talent introduced in **CYPHERS AND MASKS**. Every entry includes the information required for gameplay. See page 139 of the **AGE OF REBELLION** Core Rulebook for more information on talents.

## A STEP AHEAD

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Sleeper Agent

Once per session, the character may suffer two strain in order to count his Cunning as one higher than normal for the remainder of the encounter.

## ANALYZE DATA

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Sleeper Agent

Once per session, after capturing or stealing data about an opponent, the character may perform the Analyze Data action to make an **Average (◆◆) Knowledge (Warfare) check** to determine its value. If successful, once before the end of the session the character may add automatic ☆ equal to his ranks in Knowledge (Warfare) to one check related to that captured data. The GM has the final say on what checks are related to the data.

## BAD COP

**Activation:** Passive

**Ranked:** Yes

**Trees:** Interrogator

The character may spend ☹☹ from a Deception or Coercion check to upgrade the ability of a single ally's subsequent social interaction skill check against the same target in the same encounter. Upgrade the ability a number of times equal to the character's ranks in Bad Cop. A single check may only benefit from one use of Bad Cop.

## CUNNING PERSONA

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Sleeper Agent

The character may suffer two strain to make a Charm check using Cunning instead of Presence.

## EXHAUSTIVE QUESTIONING

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Interrogator

Whenever the character makes a successful social skill check against a captured enemy within short range, he may reduce the enemy's strain threshold by 2 for the remainder of the session and spend ☹ to inflict 1 strain.

## FREERUNNING

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Courier

Once per round, before performing a Move maneuver, the character may suffer 1 strain. If he does so, he may use his Move maneuver to move to any location within short range (even straight up) as long as there is some sort of object to move across or a path to move along.

## GOOD COP

**Activation:** Passive

**Ranked:** Yes

**Trees:** Interrogator

The character may spend ☹☹ from a Charm or Negotiation check to upgrade the ability of a single ally's subsequent social interaction skill check against the same target in the same encounter. Upgrade the ability a number of times equal to the character's ranks in Good Cop. A single check may only benefit from one use of Good Cop.

## HIDDEN STORAGE (IMPROVED)

**Activation:** Passive

**Ranked:** No

**Trees:** Courier

The character may use Hidden Storage to store an item within his own suitably modified body (such as through cybernetics, surgery, or prosthetic replacements).

## INCITE DISTRACTION

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Courier

While in a crowd or populated area, the character may perform the Incite Distraction action to make an **Average (◆◆) Deception check**. If successful, enemies treat the area as difficult terrain for the remainder of the encounter. The character may spend ☹ to make the location impassable terrain to them instead.

## INDISTINGUISHABLE (IMPROVED)

**Activation:** Passive

**Ranked:** No

**Trees:** Courier

The character may extend the effects of Indistinguishable to a number of allies within short range equal to his ranks in Deception.

## INSIDE KNOWLEDGE

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Sleeper Agent

Once per session, the character may perform the Inside Knowledge action to make a **Hard (◆◆◆) Skulduggery check** while within an enemy facility.





or vessel. He can then find a single personal scale weapon or device he previously stashed here with a rarity no greater than his Cunning plus 2. Alternatively, he can gain a narrative benefit such as knowing the codes to open sealed doors, the location of the commander's office, personality quirks or weaknesses amongst personnel, which security cameras have been deactivated or broken, secret or concealed rooms, or some other equivalent type of information.

### INSIDE PERSON

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Sleeper Agent

Once per session, the character may spend a Destiny Point to establish he has previously been undercover gathering information in an identified enemy base or large vehicle. For the remainder of the session, add automatic   to checks he or his allies make that are associated with that location (such as checks to attack it or social skill checks targeting personnel in it).

### KNOW THEIR WEAKNESS

**Activation:** Active (Action)

**Ranked:** Yes

**Trees:** Interrogator

Once per session, the character may choose one target within short range and perform the Know Their Weakness action to make a **Hard (◆◆◆) Perception check**. If successful, the character downgrades the difficulty of social skill checks he makes against that target once per rank of Know Their Weakness.

### KNOW THEIR WEAKNESS (IMPROVED)

**Activation:** Passive

**Ranked:** No

**Trees:** Interrogator




The character may extend the effects of Know Their Weakness to a number of enemy characters within short range equal to his rating of Presence.

### LOSE THEM

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Courier


When being followed or chased, the character may take the Lose Them action and make a **Hard (◆◆◆) Stealth check**. If successful, he adds   to checks to follow him for the remainder of the encounter and may spend  from his check to lose his pursuers completely.



### MADE YOU TALK

**Activation:** Active (Action)

**Ranked:** No

**Trees:** Interrogator

Once per session, the character may make an opposed social skill check against a captured enemy character within short range, adding  for every two strain the target has suffered this encounter.

If the check is successful and the enemy is a minion, the PCs add  to their checks to determine Initiative when next fighting that enemy's organization. If the enemy is a rival, then the PCs add  to all checks made targeting that enemy and others from his organization in their next encounter. If the enemy is a nemesis, during the next session each PC gains one personal Light Side Destiny Point that once spent is discarded from play (instead of being converted).

### NATURAL ATHLETE

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Courier

Once per game session, the character may reroll any one Athletics or Coordination check.

### PILOT TRAINING

**Activation:** Passive

**Ranked:** No

**Trees:** Courier

Piloting (Planetary) and Piloting (Space) become career skills.

### PRESSURE POINT

**Activation:** Active (Incidental)

**Ranked:** No

**Trees:** Interrogator



When making a Brawl check against a living opponent, the character may choose to forgo dealing damage as wounds, instead dealing the equivalent damage as strain, plus additional strain equal to his ranks in Medicine. These checks cannot be made with any weapons, but this strain damage is not reduced by soak.

### RESIST QUESTIONING

**Activation:** Active (Incidental, Out of Turn)

**Ranked:** No

**Trees:** Interrogator


When targeted by an opposed social skill check, the character may suffer 2 strain to preform the Resist Questioning out-of-turn incidental, adding  to the check. If the check fails, he may spend  to indicate he has provided false or misleading information that the target believes to be truthful.

### RESIST QUESTIONING (IMPROVED)

**Activation:** Passive

**Ranked:** No

**Trees:** Interrogator

When one ally within short range is targeted by an opposed social skill check, the character may perform Resist Questioning to affect this check instead. If the check fails, he may spend  to indicate the ally has provided false or misleading information that the target believes to be truthful.



# SPY MOTIVATIONS

Everyone in the Rebellion fights the Empire in their own way, and all have different reasons for joining the struggle. Spies are in many ways the secret heroes of this war, fighting battles that few will ever know of. The secrecy of their missions reflects unique drives that motivate many Spies in their actions.

## SPIES AND SECRETS

Spies deal with secrets. Secrets are often the reason for their missions, but aspects of secrecy can also be what drew them to become Spies in the first place. They might be driven to uncover secrets, believing no information should be hidden. Alternatively, they could have a desire to keep secrets secured and believe that sometimes society is better off not knowing the truth. Motivations related to secrecy can help mold backgrounds for Spy characters and offer guidance in playing them, especially when dealing with enemy agents.

**CYPHERS AND MASKS** includes the new Motivation category of Secrets, specially designed for the Spy career. Players with characters from other careers are also welcome to choose a Secret, of course, if one fits particularly well.

TABLE 1-2: RANDOM SPY MOTIVATION

d10	Motivation Category
1–2	Belief
3–4	Connection
5–6	Quest
7–9	Secrets
10	Roll once on each of any two categories

During character creation, players can choose the Motivation that best fits their Spy character, or they can roll randomly for one. To choose randomly, they first roll on **Table 1-2: Random Spy Motivation** instead of using the corresponding **Table 2-5: Random Motivation** on page 104 of the **AGE OF REBELLION** Core Rulebook. Players who roll Secrets then roll again on **Table 1-3: Specific Secrets** to determine which Secret to use as the Motivation. Otherwise, players should consult the appropriate table in the **AGE OF REBELLION** Core Rulebook (pages 105–106) for the category rolled.

TABLE 1-3: SPECIFIC SECRETS

d100	Secret
01–10	<b>Falsification:</b> A secret is valuable only so long as people believe it to be true. As such, these Spies enjoy twisting facts and adding fictitious details, making it a better story but also one that enemy agents can easily (but erroneously) disprove.
11–20	<b>Detection:</b> The first step in learning the contents of a secret is to learn there is something secretive that actually exists. Seeking out areas where secrets exist drives these Spies, while the actual information may be of lesser concern.
21–30	<b>Extraction:</b> Sometimes the only way to learn a secret is to persuade those with the information to part with it. Spies motivated in this way often develop effective techniques for pulling secrets from Imperials, making themselves quite invaluable to the Alliance war effort.
31–40	<b>Classification:</b> By their very nature, secrets only exist when someone makes them so. The act of hiding information away or marking it as unfit for open dissemination is just as important as seeking it out for these Spies. Buried in multiple layers of operational security concerns, they decide who should and should not learn these secrets.
41–50	<b>Analysis:</b> Information often has no identifiable value, even if it is directly associated with important projects or people. Only when it is properly analyzed and contextualized can secrets be truly understood, and these Spies will sift through mounds of information from a variety of sources to fully grasp its importance.
51–60	<b>Security:</b> Without proper encryption or methods of physically securing information, secrecy is impossible. These Spies are consumed with means of security and ensuring that secrets stay hidden.
61–70	<b>Revelation:</b> Secrets, especially Imperial ones, have rarely been kept for good reasons. Allowing everyone to know the truth of the Empire drives these Spies, who strive to uncover secrets wherever possible.
71–80	<b>Tracking:</b> No secret exists on its own. Each one has a lineage and pedigree showing associated locations and persons of interest. Learning the true nature of secrets can consume these Spies, driving them to trace secrets back across years and parsecs, often uncovering other secrets along the way.
81–90	<b>Preservation:</b> Often the only way to keep a secret from unwanted revelation is to eliminate any who come into contact with the information. Guarding secrets drives such Spies, who ensure few learn the secret and live to tell others.
91–00	<b>Retrieval:</b> Tradecraft often involves penetrating enemy security systems to gain access to secrets, and some find this the grandest game of all. Only when battling their opposite numbers and stealing their secrets do these Spies come alive.



# SPY SIGNATURE ABILITIES

In addition to the specializations available within a given career, a character also has access to that career's signature abilities. These abilities are special, elite talents for experienced characters of the specified career. They are feats only possible through the skill and ability gained over a long and successful career.

## SIGNATURE ABILITY BREAKDOWN

A signature ability is composed of three elements: the nodes linking it to a talent tree, the ability's basic form, and a series of upgrades that augment the ability.

### NODES

Each signature ability has four nodes lined up across its top. These four nodes match up with the four talents on the bottom row of a talent tree. Each node can either be active, showing a bracket facing upward, or inactive, remaining blank. To be able to attach a signature ability to a tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability.

### ABILITY BASIC FORM

To acquire a signature ability, a character must first purchase the basic form of the ability. This takes up the entire first row of the signature ability tree and is purchased with experience points. The experience cost for each basic form is listed in its box.

### UPGRADES

After purchasing the basic form of a signature ability, a character can further customize the ability by purchasing upgrades. Upgrades, much like talents, are purchased with experience points, and each upgrade may only be purchased if it connects to the basic form of the ability or a previously purchased upgrade. The experience cost of each upgrade is listed in its box.

## ACQUIRING SIGNATURE ABILITIES

Before purchasing a signature ability or any of its upgrades, a character must "attach" that ability to the bottom of one of his current in-career talent trees. Once a signature ability has been attached to a tree, no other signature abilities may be attached to that tree, and the attached ability cannot be removed

or switched to a different tree. A character can only acquire a signature ability from his career and can only attach that ability to in-career talent trees.

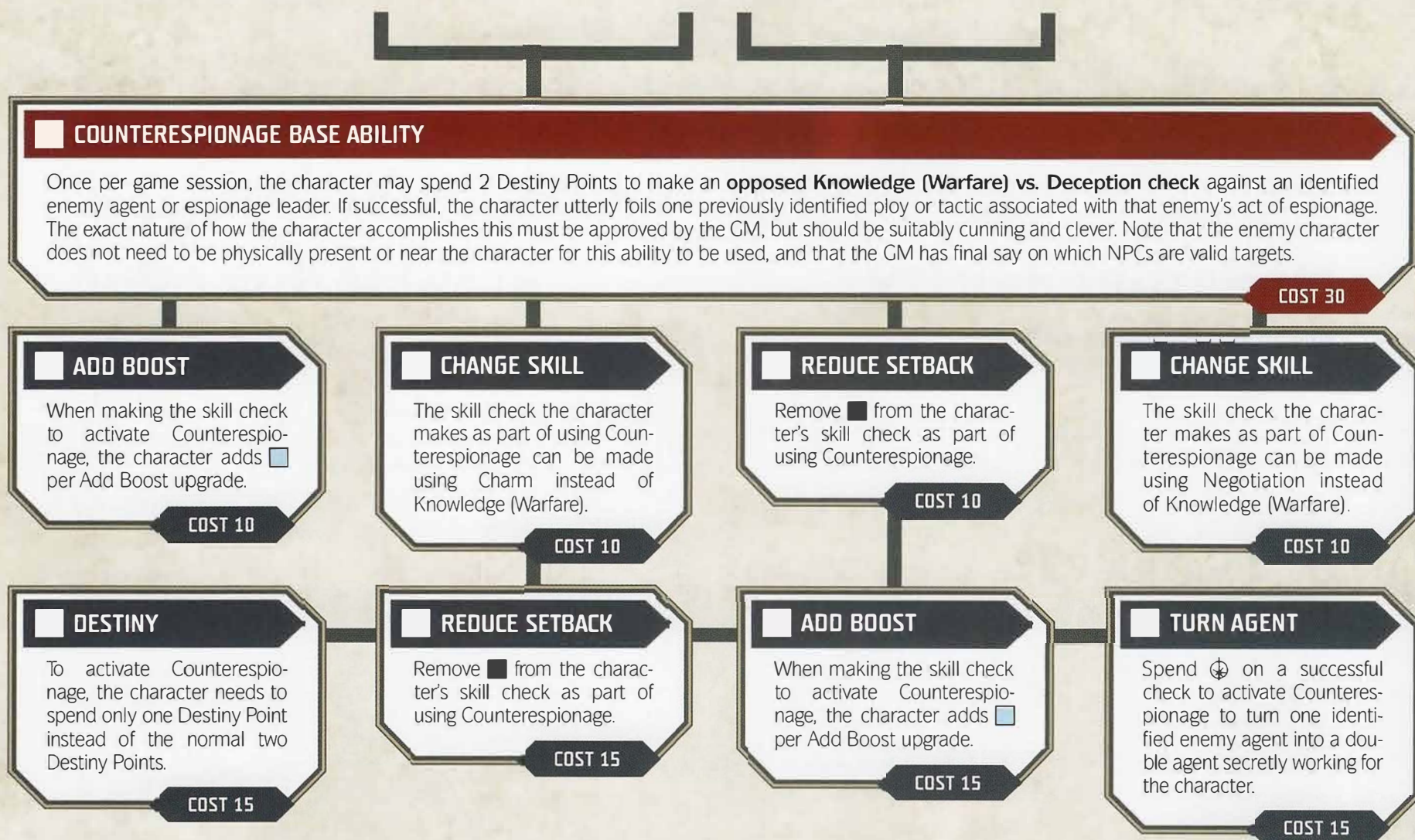
To attach a signature ability to a talent tree, the character must own all of the talents along the bottom row of the destination talent tree that match up with the active nodes on the signature ability. Then, once a signature ability has been attached to a talent tree, the character may purchase the ability's basic form and its upgrades using experience, just as if they were talents.

The Spy career has access to two signature abilities: Counterespionage and Unmatched Tradecraft.





# Spy Signature Ability Tree: Counterespionage




## SPY SIGNATURE ABILITY: COUNTERESPIONAGE

Spies know foiling the plots of enemy agents is always paramount, and devote much preparation to thwarting these schemes. This might be done via hiding weapons in a meeting place, ensuring “innocent bystanders” are in fact armed backup, or other cunning and clever ploys. The more agents are aware of their opposite numbers and enemy tactics, the better they can achieve their goals. Counterespionage ideally leads to the grand prize: turning an enemy into a valuable double agent.

### BASE ABILITY

Once per game session, the character may spend two Destiny Points to make an **opposed Knowledge (Warfare) vs. Deception check** against an identified enemy agent or espionage leader. If successful, the character utterly foils one previously identified ploy or tactic associated with that enemy's act of espionage. The exact nature of how this is accomplished (or was arranged earlier and revealed in a flashback) must be approved by the GM. Note that the identified enemy agent does not need to be physically present or near the character for this to happen, and that the GM has the final say on exactly which NPCs are valid targets.


### UPGRADES


**Add Boost Upgrade:** When making the skill check to activate Counterespionage, the character adds  per Add Boost upgrade.

**Change Skill Upgrade:** The skill check to activate Counterespionage can be performed using Charm instead of Knowledge (Warfare).

**Change Skill Upgrade:** The skill check to activate Counterespionage can be performed using Negotiation instead of Knowledge (Warfare).

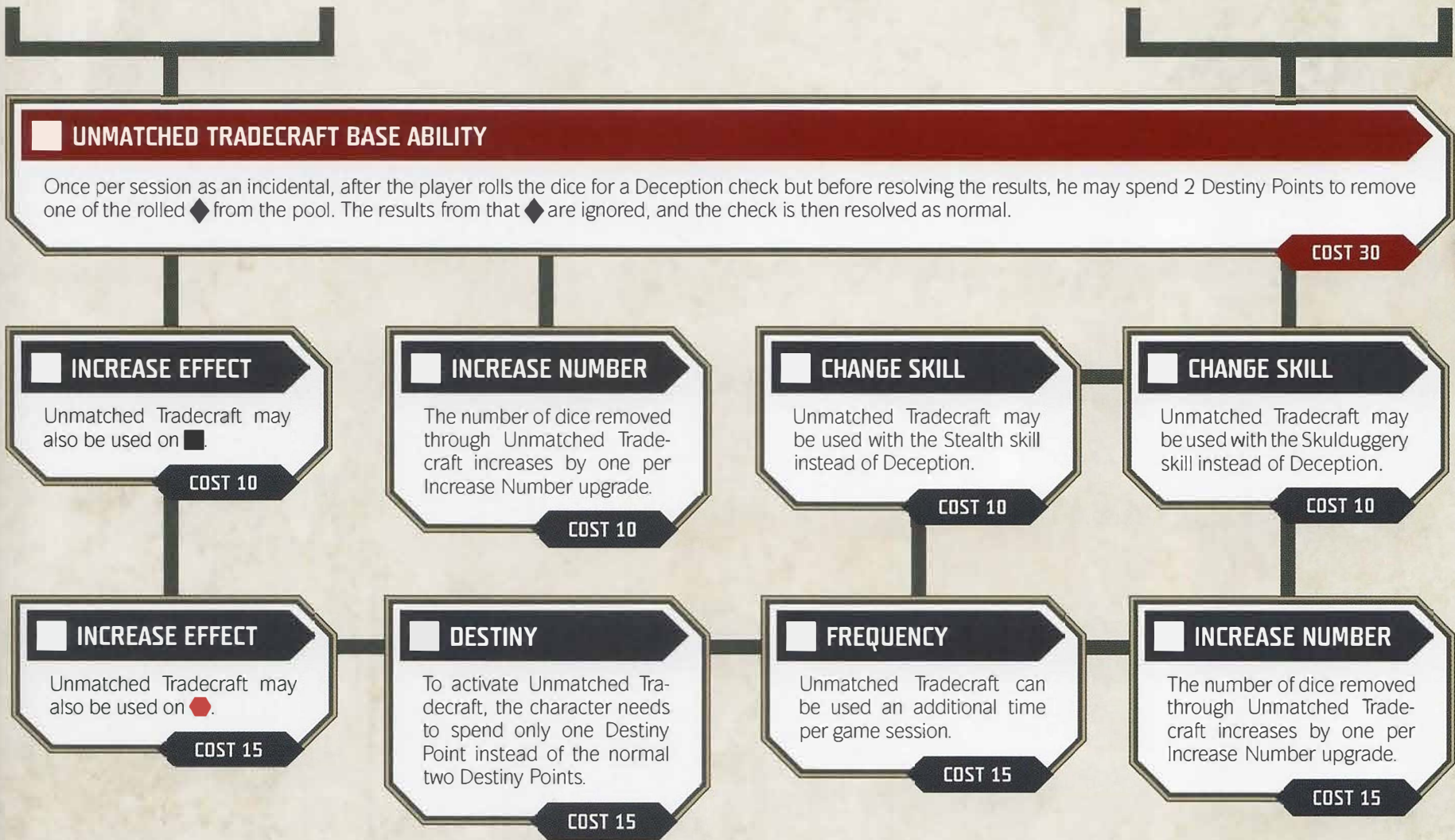
**Destiny Upgrade:** To activate Counterespionage, the character needs to spend only one Destiny Point instead of the normal two.

**Reduce Setback Upgrade:** Remove  from the character's skill check as part of using Counterespionage.

**Turn Agent Upgrade:** The character may spend  on a successful check to activate Counterespionage to turn one identified enemy espionage agent into a double agent secretly working for the character. Note that the identified enemy agent does not need to be physically present or near the character for this to happen, and that the GM has the final say on exactly which NPCs are valid targets.



# Spy Signature Ability Tree: Unmatched Tradecraft



## SPY SIGNATURE ABILITY: UNMATCHED TRADECRAFT

The essence of tradecraft is that of perfect deception. The greatest of espionage agents turn adopting false identities, spouting convincing cover stories at a moment's notice, moving across secured areas without detection, picking locks, and other vital skills into art forms. They are not simply skilled at performing deception—to them, deception is an almost reflexive action, seamlessly brought into play before an enemy might even think to detect it. When facing such masters of tradecraft, even the most disciplined of security guards, high-ranking military officers, or opposing agents might be forgiven for falling for the deceptions these master spies utilize in the hidden war.

### BASE ABILITY

Once per session as an incidental, after the player rolls the dice for a Deception check but before resolving the results of the check, he may spend two Destiny Points to remove one of the rolled ♦ from the pool. The results from that ♦ are ignored, and the check is then resolved as normal.

### UPGRADES

**Change Skill Upgrade:** Unmatched Tradecraft may be used with the Stealth skill instead of Deception.

**Change Skill Upgrade:** Unmatched Tradecraft may be used with the Skulduggery skill instead of Deception.

**Destiny Upgrade:** To activate Unmatched Tradecraft, the character needs to spend only one Destiny Point instead of the normal two.

**Frequency Upgrade:** Unmatched Tradecraft can be used one additional time per game session.

**Increase Effect Upgrade:** Unmatched Tradecraft may also be used on ■.

**Increase Effect Upgrade:** Unmatched Tradecraft may also be used on ●.

**Increase Number Upgrade:** The number of dice removed through Unmatched Tradecraft increases by one per Increase Number upgrade.









# TOOLS OF TRADECRAFT

*"As part of this surprise inspection, I'll be reviewing  
your security systems and prisoner cells."*

*—"ISB Agent Kel Dhast"*

**M**any spies go on missions lightly armed at best. Some of the most effective espionage agents rely solely on cleverly fashioned cover stories and simple disguises, along with their own quick wits, to avoid Imperial entanglements and achieve their goals. In this way they can effectively sneak in and out of enemy facilities, or even enemy vehicles, with less chance of suspicion.

Most missions, however, require additional tools, such as recording devices or slicing gear, if spies are to achieve their goals. While agents in the Alliance are rarely classified as combat personnel, their weaponry, gear, and vehicles on such missions can be as potent as those of any Rebel soldier. In the case of spies, though, such items are usually as deceptive as their own natures. An unassuming blaster pistol, for example, might be converted to a long-range assassin's rifle. Ordinary clothing could contain a number of concealed blades, lockpicks, or recording devices. Even their "civilian" vehicles might contain a wide range of hidden firepower and defensive upgrades.

In this chapter, players can find new items for their Spy characters to use in espionage and counterespionage efforts. These include weapons that can be easily concealed, or might not even appear as such at a glance, as well as new armor types that increase stealth capabilities. New gear items include subtle poisons, implanted disguise systems, and cybernetic hands designed for defeating security systems. Players gain new equipment for spiking computers and scrambling enemy signals, along with essential devices for sabotage, infiltration, and wetwork. Because the Empire often overlooks them, this chapter contains new droids to augment Spy characters in almost any espionage mission.

Spy characters operate in unique manners, and so there are equally unique weapon and armor attachments to customize their equipment. Lastly, there are two new vehicles with plenty of room for modifications to fashion truly personalized transport systems. These are ideal for creating iconic speeders or starships able to act as civilian transport but secretly packed with powerful weaponry and upgrades.



# NEW WEAPONS

**S**ecrecy is an intelligence agent's stock in trade. Agents in the field live and die by their ability to become someone or something else entirely and to obfuscate everything about their real identity. This secrecy extends to the weapons carried and armor worn while on the job. The following list presents a selection of armor and weapons appropriate for use in the course of an agent's mission.

## RANGED WEAPONS

Intelligence agents prefer weapons that are small, are easily concealed, and punch well above their weight. Long-range accuracy is typically important only to assassins. For most Spies, a pistol needs to be accurate up close, often only enough to deliver a powerful blast or stun bolt at arm's length.

### A280-CFE CONVERTIBLE HEAVY BLASTER PISTOL

The A280-CFE by BlasTech was designed during the Clone Wars for Galactic Republic intelligence agents. Based on the venerable A280, the CFE is sold as a heavy blaster pistol, albeit one with a few new tricks up its sleeve. A user can attach a number of accessories—a shoulder stock, longer precision barrel, multi-optic sight, gyrobalancer, etc.—to convert the pistol into a very serviceable sniper rifle. The pistol and accessories are sold as a package along with a sturdy, lockable reinforced polycarbonate carrying case. The A280's modular nature and versatility make the weapon easy to transport and conceal, an extremely attractive feature for agents and infiltrators.

A character can spend a maneuver to convert the CFE from pistol to rifle mode, or rifle to pistol mode. With the rifle accessories attached, the weapon's range becomes long, and it gains the Accurate 1 and Pierce 1 item qualities. Characters use the Ranged (Heavy) skill when firing the weapon in rifle mode.

### CS14 "GHOST" LIGHT BLASTER PISTOL

Small, lightweight, and easily concealed, BlasTech's CS14 is one of the galaxy's premier personal defense blasters. One of the smallest blaster pistols on the market, the CS14 is marketed primarily to detectives, investigators, and other individuals who need a powerful yet easy-to-conceal weapon for daily carry. Roughly the size and weight of a standard holdout blaster, the CS14 is built using lightweight polycarbonates and sensor-proof alloys. This makes the weapon nearly invisible to most common weapon scanners. On an individual with the right holster and clothing, it is very difficult to detect without an extremely thorough search. Since its introduction, state intelligence agencies throughout the galaxy have adopted the CS14 as a standard-issue weapon for field agents.

Finding a CS14 on an individual requires a **Daunting (◆◆◆◆) Perception check**. A character must make a **Daunting (◆◆◆◆) Computers check** to find the CS14 with a weapon scanner. The difficulty of the latter check can be reduced by one or two levels at the Game Master's discretion, depending on the type of scanner being used and the attentiveness of the operator.

TABLE 2-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
A280-CFE Convertible Heavy Blaster Pistol	Ranged (Light)	8	3	Medium	3	1	(R) 1,700	7	Stun setting
CS14 "Ghost" Light Blaster Pistol	Ranged (Light)	5	3	Short	1	0	(R) 550	6	Stun setting
Nightstinger Blaster Rifle	Ranged (Heavy)	10	2	Extreme	7	4	6,500	9	Accurate 2, Cumbersome 3, Pierce 1, Stun setting
ST-M40 Heavy Repeating Blaster Pistol	Ranged (Light)	6	3	Short	2	2	2,100	5	Auto-fire, Inaccurate 1
Vac Attack Mk-127 Concealable Disc Launcher	Ranged (Light)	6	3	Short	0	1	800	7	Limited Ammo 4, Pierce 1, Vicious 1
Wrist Blaster	Ranged (Light)	6	3	Engaged	1	0	(R) 1,200	6	Limited Ammo 1, Pierce 4



## REDIRECTION CRYSTAL

**R**edirection crystals are an invention of the Imperial Security Bureau. Produced in small numbers by the Imperial Department of Military Research for the ISB and various Imperial intelligence and wetworks teams, a redirection crystal is simply a container of pressurized Tibanna gas fitted with a focusing crystal and a short blaster barrel. When struck, typically by blaster or slugthrower fire, the canister ruptures and produces a blaster bolt through the attached barrel. The bolt the redirection crystal fires has a power output equal to a standard blaster rifle, but its range is significantly reduced. A redirection crystal is destroyed on use, leaving little behind to identify what it was. Redirection crystals are very popular among Imperial Intelligence agents, who often use them to obfuscate assassination scenes or frame others for crimes.

Setting up a redirection crystal requires a **Hard (◆◆◆) Skulduggery check**. Due to its size, hitting a redirection crystal requires a **Hard (◆◆◆) Ranged (Light) or Ranged (Heavy) check**. Redirection crystals have the following profile: (Damage 9; Critical 4; Range [Short]; Limited Ammo 1). They cost 500 credits (R) and have a rarity of 9.

## NIGHTSTINGER BLASTER RIFLE

Xerrol Corporation's Nightstinger is one of the most unusual blaster rifles in the galaxy. Officially classified as a sporting weapon, the Nightstinger is a powerful, well-balanced rifle ostensibly designed to hunt big, dangerous creatures at long distances. While this is true, the Nightstinger can also, at the flick of a switch, fire completely invisible blaster bolts, an ability that makes these weapons illegal to own in most civilized parts of the galaxy. While Xerrol claims that the invisible bolt setting was designed for night hunting and stalking light-sensitive beasts, the fact that it allows a shooter to remain completely undetected while firing has not been overlooked by the galaxy's assassins and intelligence agents. The power requirements for firing the rifle in stealth mode are quite onerous, however, and its rate of fire becomes significantly reduced from the depletion of its power cells.

Switching the Nightstinger to stealth mode requires a maneuver. This makes locating the shooter by tracing the blaster bolt or spotting a muzzle blast effectively impossible. It also grants the weapon the Slow-Firing 2 quality for the remainder of the encounter.

## ST-M40 HEAVY REPEATING BLASTER PISTOL

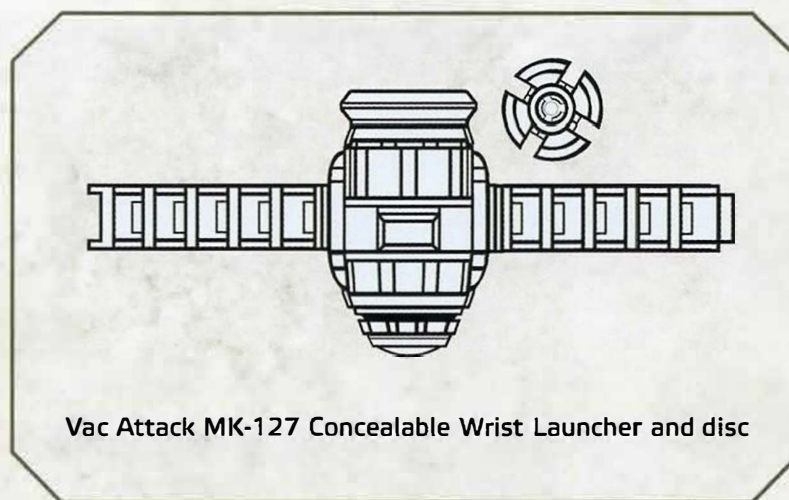
The ST-M40 is a repeating blaster pistol based loosely on Merr-Sonn's best-selling DD6. Somewhere between a heavy blaster pistol and a blaster carbine, the ST-M40 is a medium-sized weapon with a short, heavily shrouded barrel and a folding shoulder stock. In combat, the ST-M40 features a select-fire setting that allows it to be fired as a single-shot, semiautomatic weapon or in full auto. Although its short barrel and auto-fire setting have a deleterious effect on the weapon's accuracy, the ST-M40 is wildly popular among special operations teams and vehicle crews for its size, durability, and ease of use.

During combat, GMs may make this weapon run out of ammunition by spending ☉ ☉ This is in addition to the standard spending of ☉ (as per page 218 of the **AGE OF REBELLION** Core Rulebook).

## VAC ATTACK MK-127 CONCEALABLE DISC LAUNCHER

Initially designed by the Vacutech Combine—which ran out of capital and declared bankruptcy during the development of this weapon thanks to Imperial meddling—the Vac Attack is a small projectile launcher worn around the wrist like a chrono. It fires bursts of small, extremely sharp discs that can shred armor and flesh like a flechette. The weapon's spread can be adjusted so that it fires all of its discs in a single line or in a broad arc that can catch multiple targets. Entirely silent and easily concealable, the Mk-127 is often used for jobs in which silence and stealth are paramount.

Changing the weapon's spread from single to arc requires a maneuver and grants the weapon the Blast 6 item quality. If Blast is activated, the weapon's supply of discs is exhausted in the shot. When worn on both wrists, Mk-127s can be fired as if they were a single weapon with a regular combat check, gaining the Linked 2 quality. Noticing that an individual is wearing one or a pair of these weapons requires a **Hard (◆◆◆) Perception check**. At the Game Master's discretion, the discs can be coated with various toxins. Reloads for the Mk-127 contain four discs and cost 100 credits.



Vac Attack MK-127 Concealable Wrist Launcher and disc



## WRIST BLASTER

Wrist blasters are custom-made self-defense weapons worn by diplomats, espionage agents, businesspeople, and other individuals who need an inconspicuous personal defense weapon. Typically built into a bracelet or large-framed chrono, these weapons fire an extremely powerful blast at little more than arm's length. Good for only one shot, the blaster mechanism focuses all of its power into a single, high-powered blast that can penetrate most armor and can incapacitate or even kill the toughest opponent in the blink of an eye. Despite their utility, wrist blasters have a number of downsides. They are illegal on most worlds, although that doesn't stop individuals from using them. In addition, their range is pitifully short: users must be almost touching their target for the weapon to have any effect. Finally, since wrist blasters are only good for one shot, a user is put in a precarious situation if the blast fails to incapacitate or kill the intended target.

Noticing that an individual is wearing a wrist blaster requires a **Daunting (◆◆◆◆) Perception check**. At the Game Master's discretion, ☉ ☉ ☉ or ☉ can be spent on a user's Ranged (Light) check to have the weapon burn the user and deal 3 wounds.

## BRAWL AND MELEE WEAPONS

Much of an espionage agent's work is up close and personal. What cannot be done with a blaster pistol must instead be done with a blade, a sap, or an agent's own hands.

### GARROTE

The garrote has been the go-to weapon for quiet assassinations for millennia. An extremely simple and deceptively lethal weapon, a garrote is a length of cord or cable with a handle often attached at each end. The cable is wrapped around a target's throat and the handles are pulled tight at the back of the neck, cutting off

air and either knocking out or suffocating the target. Garrotes are easy to conceal and can even be made in the field with readily available materials.

A character who makes a successful Brawl attack when using a garrote against a target can cause that target to become suffocated (see page 228 of the **AGE OF REBELLION** Core Rulebook). Targets may attempt to break free of a garrote with an **opposed Brawl vs. Brawl check**, adding ■ for each round they have been caught.

### MMD-18 MOLECULAR DAGGER

The MMD-18 is a larger, more durable version of Xana Exotic Arms' MSW-9 molecular stiletto. Roughly the size of a combat knife, the MMD-18 has a long and thin double-edged, crystalline matrix blade set into a simple polycarbonate handle with a short, straight quillon. The edges of the blade are honed to monomolecular thickness, allowing them to cut through even the thickest armor. While this dagger is sturdier than the MSW-9, a wrong move or an awkward blow can still shatter the blade relatively easily.

Due to their inherent fragility, any combat check made while wielding one of these blades that generates either ☉ ☉ ☉ or ☉ shatters the blade.

### SAP GLOVES

Sap gloves are produced by a number of companies throughout the galaxy. Made in a variety of styles for nearly every imaginable species, they are simply a pair of gloves with heavy plates, alloy pellets, sand, or some other dense, weighty material sewn into the fingers and back of the hand. Relatively innocuous when worn, sap gloves amplify a wearer's punch and act almost like brass knuckles. Sap gloves are popular among law enforcement and intelligence services throughout the galaxy, and their use is extremely common in the criminal underworld.

Spotting sap gloves on an individual requires a **Daunting (◆◆◆◆) Perception check**.

TABLE 2-2: BRAWL AND MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Garrote	Brawl	–	–	Engaged	1	0	50	2	Stun setting
MMD-18 Molecular Dagger	Melee	+2	3	Engaged	1	1	100	4	Pierce 2
Sap Gloves	Brawl	+2	5	Engaged	1	1	50	4	Concussive 1



# NEW ARMOR

Most Spies wear little, if any, physical armor. During the rare times they do, they tend to favor flexible suits that are built for a specific purpose, such as climbing or sneaking, or light armor that is easily concealed beneath normal-looking clothes.

## AYELIXE/KRONGBING CLIMBSUIT

Ayelixe/Krongbing's Climbsuit is a popular set of lightweight armor designed specifically for climbing and rappelling. Built from light, flexible fabrics with impact-absorbing reinforcements at important points around the body, the Climbsuit is a full-body suit that includes gloves, boots, and a helmet with a built-in polarized visor. To assist the wearer in scaling or descending surfaces, the armor is equipped with two climb-assist systems: a built-in climbing harness and a patented FrictionGrip coating.

The integrated harness includes load-bearing straps that wrap around the wearer's waist and legs, equipment buckles, and a 300-meter retractable spool of high-tensile climbing line. The FrictionGrip system is a special coating on the suit's gloves, boots, knees, elbows, and forearms that uses thousands of microscopic filaments to grip surfaces in a manner similar to that of an insect or arachnid. These systems combine to keep wearers firmly planted on a surface or to help them survive in case of a fall.

Wearing a Climbsuit upgrades the ability of the wearer's checks to climb or rappel down a surface once. The Climbsuit also reduces damage and strain suffered from falling by 5 and reduces any related Critical Injury results from falling by 10.

## BANTIN CORP MK I NIGHTSTALKER INFILTRATOR SUIT

The Mk I NightStalker is a lightweight, surprisingly durable suit of armor that Bantin Corp recently produced. Marketed toward law enforcement and intelligence agencies, the NightStalker combines light-absorbing materials, armorweave, gel-insert plates, and sound dampening fabric to produce a suit that provides both respectable protection and decent passive stealth capabilities. The NightStalker is a full-body suit that covers everything but the wearer's eyes. It is typically worn with scanner goggles or other wearable vision-enhancement systems.



Bantin Corp Mk I NightStalker Infiltrator Suit

When wearing a NightStalker suit, the wearer adds automatic ★ to Stealth checks he makes and adds automatic ⚙ to social skill checks he makes.



TABLE 2-3: NEW ARMOR

Name	Defense	Soak	Price	Encumbrance	HP	Rarity
Climbsuit	0	1	1,450	2	2	4
Mk I NightStalker Suit	0	2	(R) 4,800	2	1	9
Mk IX Personal Mimetic Concealment Suit	1	1	(R) 8,000	2	1	8

CYRICEPT MK IX PERSONAL MIMETIC CONCEALMENT SUIT

Cyricept's Mk IX Personal Mimetic Concealment Suits use active stealth technologies combined with advanced textiles to provide one of the best personal stealth suits available. When active, a mimetic suit uses an optical camouflage (OC) system that bends light around the wearer and reflects back images of the surrounding area. This OC system is combined with electromagnetic and heat shielding, sound bafflers, and other systems to render a wearer essentially invisible to both the naked eye and most common security sensors. To run these systems, mimetic suits require a small, high-output energy cell built into a belt or wristband. Mimetic suits consume energy at

an extremely high rate, and a power pack is good for about an hour of constant use. Like all mimetic suits, the Mk IX is illegal to own and to sell to civilians. While they are primarily used by governmental intelligence and law enforcement agencies, many suits have found their way into the hands of dangerous criminals throughout the galaxy.

Wearing a Mk IX Personal Mimetic Concealment Suit upgrades the ability of all Stealth checks made by the wearer twice. In addition, the Game Master may spend ☉ ☉ ☉ or ☹ on any Stealth check made by the wearer while the suit is active to have the suit's power pack run dry. The suit cannot be used again until the power pack is replaced; replacing a power pack requires a maneuver.

NEW GEAR

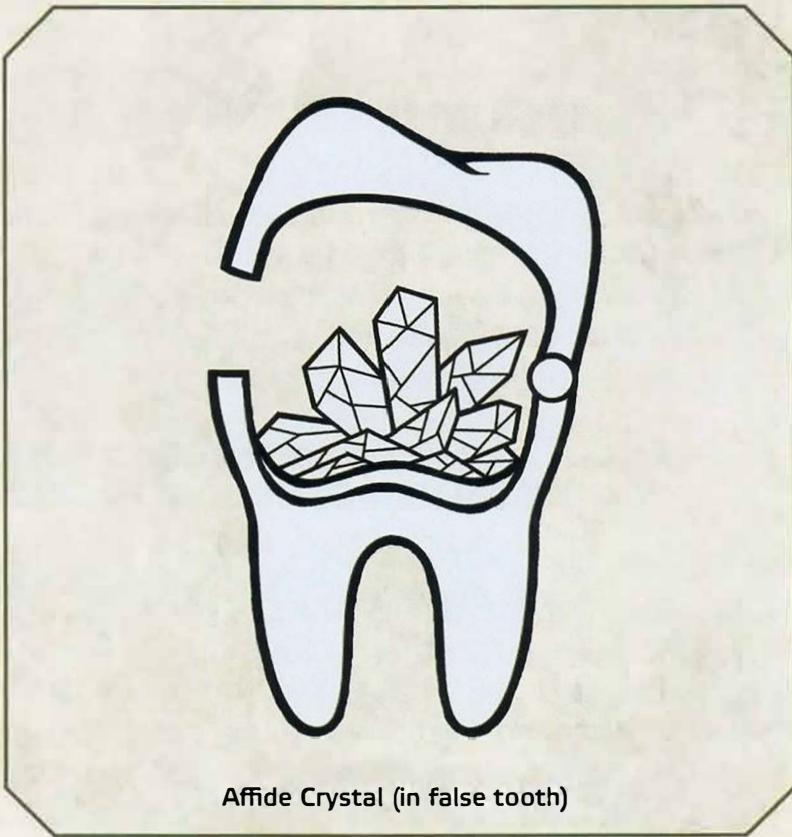
Intelligence agents tend to travel light, carrying only what they need for their current mission and nothing that might give them away to their enemies. That being said, the quantity and variety of equipment that Spies can requisition for various missions is staggering. The following is a small selection of electronics, implants, chems, and other gadgets that Spies commonly use.

CHEMS AND POISONS

The use of chems and poisons in tradecraft is a time-honored tradition. These substances help Spies survive questioning and enhance their performance, as well as aid them in interrogation and assassination efforts.

AFFIDE CRYSTAL

Affide crystals are commonly used as a last-resort "suicide pill" in the event of capture or torture. Typically hidden in a false tooth implanted in the agent's jaw, affide crystals are an extremely powerful neurotoxin that, upon exposure to moisture, can kill an individual in seconds by immediately stopping respiratory functions. To use them, agents simply bite down hard on their false tooth, shattering it and allowing the crystal to dissolve in their mouth. Depending on the agent's species and constitution, death can take from 20 to 40 seconds.



Affide Crystal (in false tooth)

A single affide crystal is a poison that requires an upgraded **Daunting** (☹ ☹ ☹ ☹) **Resilience check** to overcome when ingested. The poison inflicts 10 wounds and a Critical Injury on a failed check. Each ☉ generated adds +40 to the roll for the Critical Injury result. GMs may spend ☉ ☉ ☉ or ☹ to kill a target instantly, leaving no opportunity for resuscitation.



## CYANOXIS D-570

Cyanoxis D-570 was originally developed by Toxico as an all-purpose rodenticide. An extremely aggressive anticoagulant, D-570 works by weakening the walls of a creature's small blood vessels. This causes them to rupture, leading to internal hemorrhaging and eventually death. Thanks to its particular and well-guarded chemical makeup, D-570 works on numerous species throughout the galaxy, a very rare quality in a vermin-killing poison. Spies and assassins began to capitalize on this shared toxicity not long after the poison first appeared on the market.

When used as an assassination tool, D-570 is typically administered through food and drink. Once ingested, the poison takes about a week to break down a sentient being's circulatory system and cause internal bleeding. During that time, the target is fatigued, bruises easily, and often bleeds slightly from the nose, mouth, or ears. Death typically results in ten days or fewer. Since death occurs so long after first exposure, it is often difficult to determine that D-570 was the cause of an individual's death. By the time a week has passed, there is little evidence left, and the assassin can be halfway across the galaxy and out of reach of punishment.

One dose of Cyanoxis D-570 requires a character to make a **Hard (◆◆◆) Resilience check** to overcome. On a failed check, the poison inflicts 2 wounds and 2 strain immediately, plus 1 wound and 1 strain per day for ten days or until the target succumbs to death. Each ☼ generated inflicts 1 additional strain per day as internal blood loss takes its toll on the target's constitution. ☹ can be spent to increase the number of days the poison stays in effect by one.

## SKIRTOPANOL

Originally produced for Corellian Security (CorSec) intelligence agents by Chiewab Amalgamated Pharmaceuticals, Skirtopanol is a powerful truth serum used to coerce confessions out of suspects. Administered through injection, Skirtopanol typically takes effect in minutes. It makes the target lethargic, compliant, open to suggestion, and free with information. While under the influence of Skirtopanol, suspects tend to ramble, chase tangents, and trail off in the middle of sentences. Agents must work constantly to keep an interrogation on track when using Skirtopanol, but it typically is worth the effort. Interrogators must also closely monitor the amount of Skirtopanol injected, as an overdose can cause coma and permanent cognitive impairment. Courts frown on law enforcement agencies using Skirtopanol due to the suggestibility of individuals under its influence, and confessions extracted from subjects under its effects are often ruled as inadmissible.

TABLE 2-4: CHEMS AND POISONS

Item	Price	Encum	Rarity
Affide Crystal	(R) 500	0	8
Cyanoxis D-570	50	1	4
Skirtopanol	(R) 500	0	8
Vutalamine	125	0	5

One dose of Skirtopanol requires a **Hard (◆◆◆) Resilience check** to overcome. On a failed check, the drug inflicts 5 strain, and the difficulty of all checks the target makes to resist Charm or Coercion for the remainder of the encounter is upgraded once. In addition, each ☼ generated on the original check inflicts 2 strain on the target. Finally, the GM can spend ☹ to make the target check against the drug again during the next round, as it remains in his system.

## VUTALAMINE

Vutalamine is a common anti-anxiety drug that Bio-Tech Industries produces and sells throughout the galaxy. Colloquially known as "vue," it has been a mainstay of the galactic pharmacopeia for treating psychological maladies, muscle spasms, and seizures for at least a century. Vue has a calming effect that allows individuals to process information more clearly and make better decisions. It also slows down breathing and circulation, along with reducing tremors and steadying limbs. Thanks to these last qualities, many sharpshooters, slicers, and assassins use the drug to help steady their hands while shooting or to steady their nerves in extremely stressful situations. Long-term use of vue can be addicting, and side effects can include acute paranoia, suicidal ideation, and impairment of memory and judgement.

A single dose of vue lasts for twenty-four hours. During that time, the character upgrades the ability of any checks made to resist stress or fear once. In addition, the difficulty of Ranged (Light) and Ranged (Heavy) checks made at long or extreme range is reduced by one. At the Game Master's discretion, frequent use of vue can cause impaired judgement and loss of memory, imposing permanent ■ on Intellect- and Cunning-based checks.

## CYBERNETICS

Cybernetic implants are extremely popular among intelligence agents. Implants allow a Spy to carry and store important equipment in the most secure and closely guarded place imaginable: their own body. While many sentients consider cybernetics highly invasive and look askance at even necessary medical use, intelligence agents consider them simply another part of their tradecraft.



TABLE 2-5: CYBERNETICS

Item	Price	Encum	Rarity
Cortex Bomb	(R) 1,200	—	6
Cyber Disguise	(R) 18,000	—	8
Lockbreaker Hand	(R) 2,200	—	6
Multi-Tool Hand	650	—	4
Pain Damper	1,800	—	6
Retinal Implant	(R) 1,250	—	6
Vessel Implant	900	—	4
Vocal Emulator Implant	1,300	—	5

CORTEX BOMB

Cortex bombs are last-resort measures to keep an agent from breaking under interrogation. Essentially kill switches for sentient beings, cortex bombs comprise a series of tiny explosive charges wired to the brain. Normally inert, they are set to detonate when a specific trigger signal is heard or seen, instantly killing the individual with the implant.

Cortex bombs detonate when the implanted individual speaks, hears, or sees a pre-determined code word or signal, and kill only the wearer. They deal very little discernible damage to the target, though, and no damage to the surrounding area.

CYBER DISGUISE


A cybernetic disguise implant is composed of a series of systems embedded beneath an individual's skin. These systems allow their users to drastically change their appearance. An extremely invasive, and expensive, full-body implant, a cyber disguise includes a number of systems that can change a being's facial features, skin color, skin texture, hair length and color, eye color, and other surface physical traits. Perfect for infiltrators and deep-cover agents, a cyber disguise can help an agent blend into a crowd, take on a different identity, and even impersonate specific individuals, given enough study and preparation.

A cyber disguise gives a character all the advantages of a standard disguise kit (see page 194 of the **AGE OF REBELLION** Core Rulebook). In addition, it grants users two ranks in the Indistinguishable talent (see page 149 of the **AGE OF REBELLION** Core Rulebook). Changing general features—for example, changing eye color, altering hair color, or growing a beard—takes one to three rounds. More involved disguises can take minutes or hours to perfect. To take on the appearance of a specific individual, a cyber disguise user must make a thorough study of the subject, then make a **Hard (◆◆◆) Deception check**

to set the disguise. A cyber disguise cannot change a being's general shape or size, add or subtract limbs, or allow an individual to impersonate a member of another species. At the Game Master's discretion, a cyber disguise could be used to impersonate species that are very similar to the user's; a human could impersonate a Chiss or Pantoran, for example.

LOCKBREAKER HAND

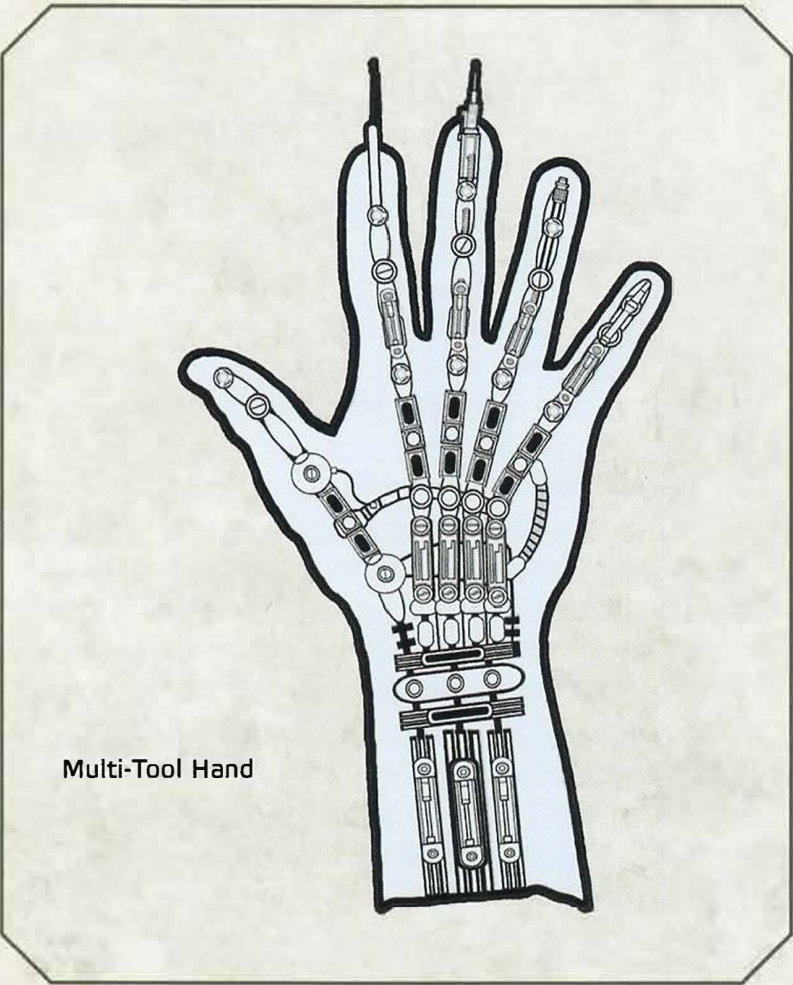
A lockbreaker hand is a cybernetic hand packed with tiny tools that allow an agent to bypass most common mechanical and electrical locks. Hidden within are retractable lockpicks, electrical probes, keypad sequencers, and various other lockbreaking devices.

A lockbreaker hand provides one rank in the Bypass Security talent (see page 144 of the **AGE OF REBELLION** Core Rulebook) and adds  to Skulduggery and Computers checks made to defeat locks.

MULTI-TOOL HAND

Multi-tool hands are basic cybernetic hands equipped with a suite of basic tools. Marketed primarily to mechanics, engineers, and hobbyists, these hands contain a small spotlight and a surprising number of tools and accessories that can handle most light repair and maintenance jobs. In a pinch, a multi-tool hand can also be used to sabotage a piece of equipment or to help the user escape from confinement.

A multi-tool hand provides all the benefits of a tool kit (see page 198 of the **AGE OF REBELLION** Core Rulebook).





## PAIN DAMPER

Pain dampers are a series of nerve implants that allow an individual to tune out extreme pain and fatigue. They were designed to help beings in physically taxing positions that require long hours of keen attention to stay functional on the job. Initial users included asteroid miners, disaster response technicians, and aerospace traffic controllers. Spies have discovered that pain dampers also allow individuals to withstand incredible amounts of interrogation or torture. As a result, their use has spread throughout many of the galaxy's intelligence communities.

Pain dampers upgrade the ability of all checks made to resist pain or physical torture once.

## RETINAL IMPLANT

Retinal implants are designed to fool retinal ID scanners. They can be implanted in a natural or cybernetic eye and can project up to six different retina patterns.

Programming a retinal implant with a retina pattern requires a few minutes of studying the pattern and an **Average (◆◆) Perception check**. Retinal implants fool most retina scanners with an **Easy (◆) Cool** or **Deception check**. More advanced retina scanners require an **Average (◆◆)** or **Hard (◆◆◆) check** for the wearer to defeat them. If the retinal scanner operator has reason to be suspicious, using the retinal implant may also require an **opposed Deception check vs.** the scanner operator's **Computers** skill.

## VESSEL IMPLANT

Vessel implants are small, subdermal data storage implants that Couriers and Sleeper Agents often use. These consist of a miniaturized, high-capacity memstik with an integrated power cell and data jack. Data is transmitted to and from the vessel implant by way of a fiber-optic cable that can connect to nearly any datapad or computer. Extremely small and unobtrusive, they are typically set into the back of a user's skull and hidden by hair or a flap of synthetic skin.

They are highly secure, non-networked, and equipped with a stout anti-virus package. They cannot be sliced unless the user is incapacitated or the implant is removed. The user cannot access the information contained in the implant, so unless that person uploaded the data personally he typically does not know what information is within the item. Most agents who use this device prefer this arrangement as it helps ensure they cannot possibly divulge the secrets they carry.

Finding a vessel implant on a character requires a **Daunting (◆◆◆◆) Perception check**.

## VOCAL EMULATOR IMPLANT

Known also as a voxscrambler, a vocal emulator implant connects to individuals' vocal cords and allows them to change the tone and tenor of their voice and even impersonate specific individuals. With a thought, users can change their voice to sound like any age, sex, or even species, within reason. Like a cyber disguise, a vocal emulator implant allows a user to mimic specific individuals, given enough study and practice.

Changing or disguising a character's natural voice takes one round. To mimic the voice of a specific individual, a voxscrambler user must make a thorough study of the subject—listen to recordings, hear the individual deliver a long speech, etc.—and then make a **Hard (◆◆◆) Deception check** to nail down the individual's voice, speech patterns, and intonation.

## ELECTRONICS

Along with their specialized tools, intelligence agents on both sides of the Galactic Civil War make use of a wide array of communications, surveillance, and computing equipment in the course of their duties.

### DATASPIKE

Dataspikes, also known as computer spikes, are a common tool for bypassing computer security. Once installed in a system, they release a barrage of junk data that overwhelms security, allowing the user a window in which to access the secured systems. Dataspikes are typically designed to burn out after use, leaving behind minimal evidence.

Once per round, a character with a dataspikes may expend it to attempt to disable a security program as a maneuver (rather than as an action). This can include the use of the Disable Security Program action (see Slicing Encounters, page 83). Reduce the difficulty of the subsequent Computers check to disable the program by 2, to a minimum of **Simple (–)**. After one use, the dataspikes burns out and becomes useless.

### EARBUD COMLINK

Earbud comlinks are tiny, unobtrusive communications devices that fit snugly into an individual's ear. Popular among spies, ambassadors, and criminals, these miniature devices are activated by touching an ear or quietly clicking one's teeth. Once a device is activated, users can either talk normally or, if the situation warrants, subvocally. Due to the earbud's tiny, low-output power cell, it has a significantly reduced range compared to more common comlink models.

Earbud comlinks have a usable range of long. Noticing that an individual is wearing an earbud comlink requires a **Hard (◆◆◆) Perception check**.



## HOLOGRAPHIC IMAGE DISGUISER

Also known as holoshrouds, holographic image disguisers (HIDs) use a small, self-contained holoprojector to create a holographic disguise for a single person or object. They project a high-resolution, pre-rendered image that completely covers a target. The holographic images are incredibly lifelike: they move, breathe, blink, twitch, etc. They are good enough to nearly always fool the unaided eye without a thorough inspection.

HIDs are not perfect, however, and they are often not as useful as a regular or cybernetic disguise kit. Having an extremely low memory capacity, they can only store one prerendered image, which must be loaded in advance and cannot be changed on the fly. In addition, while an HID can fool a casual observer with ease, many droids, cameras, and other scanners can see through the disguise, thanks to the very faint flicker inherent in even the best hologram. They also consume an enormous amount of energy. Due to their small on-board energy cells, HIDs can only operate for a few minutes at a time unless they are plugged into an external power supply. They also do not emulate vocal patterns, like the uniquely personalized holographic disguise matrix that the Snivvian bounty hunter/technician Sinrich designed during the Clone Wars. This means users must apply their own skills in verbal deception to complete a disguise.

A holographic disguise needs to be the same size as the target or larger. Detecting an HID with the naked eye requires a **Daunting (◆◆◆◆) Perception check**. Droids and anyone viewing the target through a scanner, electrobinoculars, or other technological optical device require only an **Average (◆◆) Perception check**.

## MEM-STIK

Produced in a variety of styles and sizes, mem-stiks are simple, unpowered data storage devices. The typical mem-stik is the size of an average human's little finger and is designed to plug into a datapad or computer system to upload or download data. They can be secured via a number of encryption methods and are a handy way to transport sensitive data. Espionage agents commonly use mem-stiks in dead drops due to their small size and commonplace appearance. Couriers tend to carry a handful of them at all times.

## SURVEILLANCE SCANNER

Surveillance scanners are handheld devices used to detect active and passive surveillance systems. Typically used to check rooms for bugs or search for hidden observers or electronic surveillance, these scanners

TABLE 2-6: ELECTRONICS

Item	Price	Encum	Rarity
Dataspike	(R) 100	1	3
Earbud Comlink	75	0	5
Holographic Image Disguiser	1,100	2	6
Mem-Stik	30	0	2
Surveillance Scanner	750	2	5
Toxin Detector	125	1	4
Vid-Vox Scrambler	2,400	2	8

can detect and locate comms signals, electromagnetic fields, power fluctuations, and more, depending on the model. Some advanced scanners have thermal imaging, ultrasonic, ultraviolet, motion, and other highly sensitive sensors that can also detect individuals attempting to use or plant surveillance devices.

Surveillance scanners have a range of close on the planetary scale or long on the personal scale. Using a surveillance scanner upgrades the ability of any checks made to locate bugs, sweep rooms for hidden cameras, pick up data streams, or engage in any other counter-surveillance activities once.

## TOXIN DETECTOR

Toxin detectors are simple handheld devices that can detect traces of toxins and poisons. Typically used to mitigate the threat of assassination, these devices can detect poisons, toxins, and spoilage in food and drink. They can also sniff out toxins in the environment, such as poison gas or a contact poison spread on a datapad. Toxin detectors use simple red/green indicators or a subtle vibration to alert a user to the presence of dangerous substances. Many are built into a bracelet or other piece of jewelry for maximum subtlety.

## VID-VOX SCRAMBLER

Vid-vox scramblers are small personal signal-jamming generators prized by intelligence agents, corporate officers, military brass, powerful crime bosses, and anyone else interested in keeping their private conversations private. When activated, a vid-vox scrambler generates a low-intensity comms-jamming field that disrupts all audio, video, and holographic recording within its area of effect while leaving conversation unaffected. While they are not perfect—a particularly powerful recording device or dedicated eavesdropper may pick up some snippets of a protected conversation—vid-vox scramblers are still an excellent protection against spying.



Vid-vox scramblers affect all electronic audio, video, and holographic recording devices within a four-meter radius. A **Daunting (◆◆◆◆) Perception check** can be made to attempt to overhear a pertinent part of the conversation from within the jamming bubble. Using a recording device to listen in requires a **Daunting (◆◆◆◆) Computers check**; even if the check is successful, any information recorded is incomplete and spotty at best. Recording devices used outside the area of effect cannot detect anything at all.

## TOOLS

Members of the galaxy's many intelligence communities have at their disposal a dizzying array of specialized tools designed to help them carry out their clandestine work.

### AGENT'S BAG

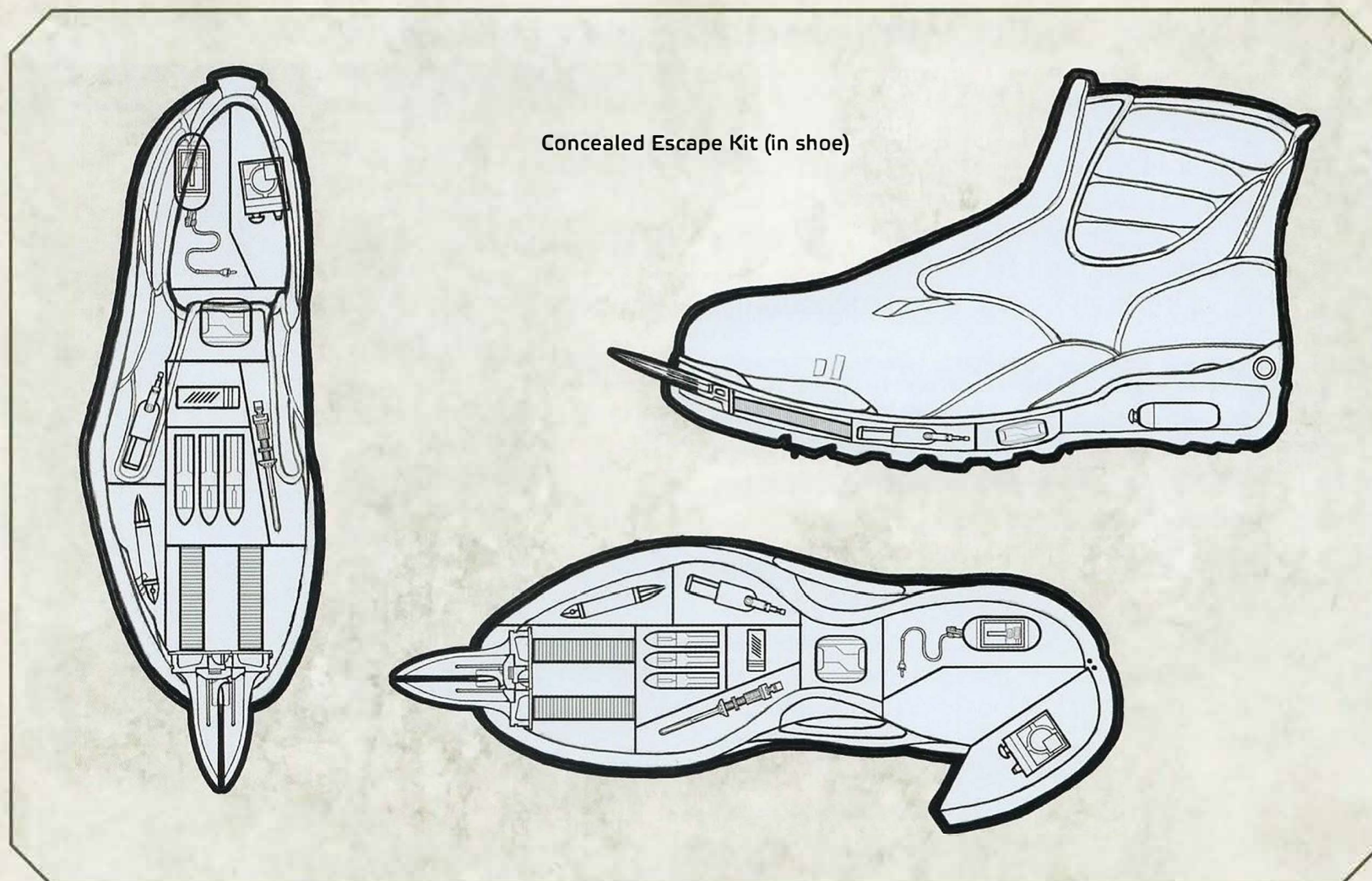
This is a catchall term for the various confidential packets, courier bags, and attaché cases that intelligence agents have modified for missions in the field. Agent bags are produced in a vast number of styles and types. Some are created for specific tasks, but most are geared toward general survival and work in the field. A typical agent's bag is a workaday, hide-covered attaché case used to carry important documents. It has reinforced hardware and a light armor-weave that is good against slugthrower and light blaster fire. Secret compartments sewn into the liner

can conceal things like credit chips, hard currency, throwing knives, micro-scanners, listening bugs, miniature holorecorders, and other tools an active agent might need in the field. Some bags are shielded against sensors and scanners, some are equipped with powerful stun fields in case the bag is stolen, and some are even rigged to explode when opened improperly or without entering a combination.

The exact specifications of an agent bag vary by agency and agent, and are left to the Game Master's discretion. The **Gear Attachments** section, on page 58, has many possible items for inclusion in a customized agent's bag, and players and GMs are encouraged to create new attachments as well.

### CONCEALED ESCAPE KIT

Concealed escape kits have everything an individual needs to escape most temporary and short-term internments. Hidden in a false heel of a shoe, boot, or other suitably bulky footwear, a concealed escape kit includes a number of miniature tools designed to help an agent open locks and escape holding cells. A typical kit includes a small pair of wire cutters, a durasteel file, a length of slicewire, a miniature mem-stik containing maps of the area in which the agent is operating and other important information about the region, and a tiny, single-use laser cutter. Most kits also include a thin, flexible monoknife hidden lengthwise in the footwear's sole.





The gear hidden in a concealed escape kit upgrades the ability of all Mechanics and Skulduggery checks made to escape confinement once. The laser cutter works for a single round before its energy cell burns out, which is usually just enough time to destroy a mechanical lock or cut a metal bar out of a window or cell door. The flexible monoknife included in the kit has the following profile: (Melee; Damage + 1; Critical 3; Range [Engaged]; Pierce 1). Upgrade the difficulty of checks to detect a concealed escape kit twice.

EXPLOSIVES BELT

A tool of Saboteurs and Infiltrators, the explosives belt is a small and convenient concealed demolitions kit. Produced in a wide variety of styles by various intelligence agencies throughout the galaxy, a typical explosives belt is a broad hide or synthetic belt with a sturdy buckle. Hidden within the belt strap is a length of detonite tape; a remote detonator cap and a length of wire are concealed in the buckle. Once placed, the detonator can be triggered by a comlink or a dedicated remote device. Explosives belts are typically used for sabotage, but they can also blast a door or hatch open for a quick escape in a pinch.

Setting the explosive charge hidden in the belt requires an **Average (◆◆) Mechanics check**. The charge detonates with the following profile: (Damage 15; Critical 3; Range [Engaged]; Blast 5, Breach 1, Limited Ammo 1). Upgrade the difficulty of checks to detect the belt's true nature twice.

FINGERPRINT MASQUE

Sold in sets tailored to most known galactic species, fingerprint masques are thin, liquid-crystal biochemical screens that fit on an individual's fingertips. Fingerprint masques create random fingerprint patterns and can mimic the prints of a specific individual. Advanced models can even be embedded with synthetic DNA information to fool more sophisticated biometric scanners.

Fingerprint masques let the user dupe most basic fingerprint scanners with an **Easy (◆) Cool** or **Deception check**, though this can be increased to **Average (◆◆)** or **Hard (◆◆◆)** for advanced scanners. A **Daunting (◆◆◆◆) Perception check** is needed to detect the presence of a fingerprint masque on an individual.

GARROTE CHRONO

Garrote chronos are one of a number of specialized concealed weapons designed for use by field agents. At first glance, a garrote chrono looks like any common wrist chrono found throughout the galaxy. Hidden inside the chrono is a retractable garrote made of spun durasteel, with a sturdy ring on the end. This gives agents constant access to a weapon, even when they have been searched and ostensibly disarmed. Garrote chronos are very popular among deadly assassins and deceptive undercover agents.

This item provides the wearer with a retractable garrote (see page 40 for details on garrotes) hidden within a standard chrono. Upgrade the difficulty of checks to detect the concealed garotte twice.

LOCKPICK SET

A lockpick set is a collection of probes, picks, tension spanners, and other arcane tools used to open mechanical locks. While there are some commercially available lockpick sets sold in the galaxy, typically to hobbyists and locksmiths, dedicated Infiltrators and lockbreakers put together their own personalized sets, often with custom tools and devices to help bypass basic electronic locks like number pads and keycard readers.

A lockpick set counts as a tool kit for the purposes of opening mechanical and simple electrical locks.

TABLE 2-7: TOOLS

Item	Price	Encum	Rarity
Agent's Bag	200	2	7
Concealed Escape Kit	450	0	7
Explosives Belt	(R) 450	1	7
Fingerprint Masque	(R) 1,000	0	7
Garrote Chrono	(R) 100	0	5
Lockpick Set	(R) 50	1	6
Shadowcloak	(R) 2,500	2	6
Slicewire	200	1	7



## SHADOWCLOAK

Individuals who view anonymity as paramount, even in personal meetings, employ shadowcloaks to ensure their identities remain unknown. Typically built into a chair, desk, or other heavy piece of furniture, shadowcloaks use holographic and stealth technologies to create a dense field of inky darkness around the subject. They completely conceal a single individual; not even the brightest natural or artificial light can penetrate the heavy shadows. Along with obscuring the user's person, shadowcloaks baffle most sensors and scanners, distort the user's voice, and provide various other identity-masking effects.

A shadowcloak field works best when kept static, hence the common integration into furniture or vehicles. A user must stand or sit fairly still while in the field to achieve the best results. The field generator uses a great deal of energy; a shadowcloak can only operate for about an hour before it needs to shut down and cool off, which takes four hours.

Discerning noticeable features of a someone wearing a shadowcloak requires a **Daunting (◆◆◆◆) Perception check**. If the wearer has performed a Move maneuver in that round (or was moved by some other means), the check is reduced to **Hard (◆◆◆◆)**.

## SLICEWIRE

Slicewire is a multipurpose cutting tool and makeshift weapon in common use among the galaxy's intelligence services. A standard-issue slicewire is a meter-long monofilament cable contained within a carbonite rod. With a twist, the rod splits in half and releases the monofilament, with the rod halves serving as handles. Thanks to the unique properties of monofilament, a slicewire can cut through nearly any material, from flesh and bone to duranium and plasteel. Also available on spools in lengths of up to one hundred meters, slicewire can be used to create deadly traps and snares and may be strung across corridors or alleys at neck height to catch pursuers unaware. Slicewire is typically only issued to the most experienced agents, as its use poses as much of a threat to the user as it does to the target.

Slicewire comes in small spools containing ten meters of wire. When used as a weapon, slicewire has the following profile: (Brawl; Damage +2; Critical 2; Range [Engaged]; Pierce 2, Vicious 3). If a user fails a Brawl check when using this weapon, the Game Master can spend ☉ ☉ ☉ or ☹ to inflict the weapon's full damage onto the user.

## DROIDS

As in most other fields, droids are ubiquitous among intelligence agencies across the galaxy. Put to work as analysts, data couriers, espionage support, scouts, and even assassins, droids work side by side with their organic counterparts in covert operations of all kinds.

### AC1-SERIES SURVEILLANCE DROID [MINION]

Cybot Galactica's AC1-series surveillance droids are among the most ubiquitous droids in the galaxy. Also known as "Spy Eyes," AC1-series droids are spherical droids just under a meter across, equipped with a low-output repulsorlift generator and packed full of sophisticated imaging and observation systems. Standard units carry a 360-degree holocam with a powerful holotransceiver designed to stream live footage to a remote operator's holodisplay. They also carry a multi-optic imaging package with passive low-light, thermal imaging, infrared, ultrasonic, digital optical, X-ray, and various other sensors. Further, they are equipped with a turret-mounted light blaster pistol for defensive and security purposes.

These droids are quite unintelligent and are programmed with little personality or initiative. A security officer who is in charge of patrol groups of AC1 droids usually pilots them remotely via a control board and voice commands. When left to their own devices, Spy Eyes patrol their given routes and make regular reports to their controller. If an AC1 detects intruders, it alerts its controller and then follows the intruders at a distance, recording and observing their movements until a security team can arrive. The Imperial military makes heavy use of these droids, which can be found in nearly every base, camp, installation, and space station under Imperial control. Recently, Alliance intelligence agents discovered that, thanks to a previously unknown exploit in their programming, AC1 droids can be sliced into and taken control of remarkably easily.

1	2	1	1	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 2		W. THRESHOLD 8		M/R DEFENSE 0 0	

**Skills (group only):** Perception, Ranged (Light), Stealth.  
**Talents:** None.

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Flyer (can fly as per the **Flying** sidebar on page 214 of the **AGE OF REBELLION** Core Rulebook).

**Equipment:** Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), high-intensity spotlight, holotransceiver suite.



## E522 ASSASSIN DROID [NEMESIS]

The E522 is one of the most feared droids operating in the galaxy today. These burly, hard-hitting droids were originally designed during the buildup to the Clone Wars by Techno Union member corporation Baktoid Combat Automata (BCA). Initially part of BCA's successful B-series battle droid line, the E522 was envisioned as a light anti-armor and anti-aircraft unit that would provide heavy support to platoons of B1 and B2 units. They were seen as too expensive and complex to serve as disposable droid soldiers, however, and the project was scrapped in favor of the B2 and B3 battle droid units.

When the Clone Wars finally ended with the destruction of both the Republic and the Separatists, the Techno Union dissolved, and its member corporations either struck out on their own or were brought under direct Imperial control. BCA was one of the companies nationalized by the Empire, and it was immediately slated for breakup. Through the process of BCA's breakup and the selling off of its various assets, all data from the E522 project fell into the hands of Sienar Intelligence Systems. SIS had been working on plans for its own line of combat and assassin droids, and the acquisition of the E522 R&D data was a huge boon to its project. SIS quickly scrapped its in-house project and poured an immense amount of time and money into bringing the E522 project to fruition. Within a year, the first E522s rolled out of SIS's assembly line and straight into the growing unrest leading up to the Galactic Civil War.

As much a front-line combat droid as an assassin unit, the E522 is a massive, hulking construct festooned with heavy weapons and covered in thick, military-grade armor. It has a rounded, diamond-shaped torso with no discernible head, an extremely narrow waist that rotates 360 degrees, and two heavy tank treads covered in armored skirts in place of legs. Two long, multi-jointed arms sprout from armored shoulders and are equipped with a heavy repeating blaster, heavy ion blaster, and rapid-fire needler gun in place of hands. Three smaller arms with highly dexterous hands are mounted low on the droid's torso to take care of fine work, and a mini-missile launcher is mounted to the droid's back. Scattered about the droid's body is an array of sensors, antennae, and photoreceptors that grant the E522 360-degree full-spectrum vision. The vision system, combined with a powerful on-board combat computer and targeting system, makes these droids a terror on the battlefield.

## ARAKYD MODEL 20 MINI-MISSILE PACK

Mounted to the E522 back, the Arakyd Model 20 is a light, compact, box-style missile launcher designed to provide the droid with anti-vehicle and light anti-armor capabilities. Loaded with eight tiny guided missiles, the Model 20 fires its ordnance in volleys of four and relies more on numbers than accuracy to hit its target. The standard load for the Model 20 consists of light concussion missiles, but any mini-missile can be loaded into the launcher, which gives the E522 great flexibility.

The launcher's Limited Ammo 2 quality represents the two four-missile salvos it can fire before running dry.

There are currently fewer than one hundred E522 droids operating in the galaxy. Most of these are in active service with Imperial Army Intelligence and the Imperial Security Bureau as assassins and support units for various Imperial black ops. These droids, with their regular memory wipes and maintenance, retain the silent and intimidating personalities that their Sienar programmers gave them. A handful have fallen into the hands of the Alliance, mostly as battlefield salvage. They are serving the Alliance well in roles similar to those in which they served the Empire. E522s in the Alliance have developed gruff, demanding, cynical personalities that agents who work with them describe as "like everyone's least favorite Master Sergeant." Despite this, Alliance E522s are well liked and respected for their bravery and competence in the field.

5 BRAWN	4 AGILITY	3 INTELLECT	3 CUNNING	3 WILLPOWER	2 PRESENCE
SOAK VALUE 5	W. THRESHOLD 20	S. THRESHOLD 12	M/R DEFENSE 0   1		



**Skills:** Brawl 3, Coercion 4, Computers 2, Gunnery 3, Mechanics 2, Melee 3, Ranged (Light) 4, Vigilance 4.

**Talents:** Adversary 2 (upgrade the difficulty of all combat checks against this target twice), Barrage 2 (add 2 to the damage of all Gunnery, Ranged [Light], and Ranged [Heavy] attacks made at medium or long range), Brace 2 (as a maneuver, remove up to ■■ added due to environmental conditions from next skill check), Point Blank (add 4 to the damage of all Ranged [Light] and Ranged [Heavy] attacks made at engaged or short range).



TABLE 2-8: DROIDS

Item	Price	Rarity
AC1-series Surveillance Droid	1,100	4
E522 Assassin Droid	(R) 61,000	8
LSx-series Slicer Droid	(R) 19,000	8
M4-series Messenger Droid	6,500	6
Q-Signal Messenger Drone	50,500	6
RA-7 Protocol Droid	(R) 12,000	6
RM-series Military Intelligence Droid	(R) 43,000	7
TS-series Interrogation Droid	(R) 58,000	9

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Combat Computer (add   to all combat checks).

**Equipment:** Heavy repeating blaster (Gunnery; Damage 15; Critical 2; Range [Long]; Auto-fire, Cumber-some 5, Pierce 2, Vicious 1), ion blaster (Ranged [Light]; Damage 10; Critical 5; Range [Short]; Dis-orient 5, Ion), needler gun (Ranged [Light]; Damage 5; Critical –; Range [Short]; Pierce 3), mini-missile pack—this weapon’s profile uses planetary scale, not personal scale (Gunnery; Damage 4; Critical 4; Range [Short]; Blast 2, Breach 2, Guided 3, Limited Ammo 2, Slow-Firing 1).

LSX-SERIES SLICER DROID [RIVAL]

One of the very few dedicated slicer droids on the market, the LSx-series packs an immense amount of computing power into a small package. A product of the notoriously corrupt and rapacious Loronar Corporation, the LSx was introduced during the early years of the Galactic Empire as a “programming and computer sciences” droid, marketed toward educational institutions and technology companies. Loronar being Loronar, however, the droid was in fact a dedicated slicer unit geared toward industrial espionage and military intelligence. Along with the aboveboard market-ing, Loronar used all of its corporate might to peddle these droids to any law enforcement or government intelligence agency that would take them, including the Empire and various factions within the Rebel Alliance. While the ISB and Imperial military Intelligence agencies demurred, having already signed contracts with Arakyd and MerenData to purchase espionage and slicer droids, the Alliance snapped LSx droids up in bulk to bolster its small intelligence corps.

LSx-series droids are humanoid-shaped constructs just under two meters tall, with spindly limbs and a long, animal-like head reminiscent of Baktoid’s old B1 battle droids. They are equipped with cutting-edge slicer gear and powerful programming and data anal-ysis firmware easily rivaling that of most intelligence agencies and criminal organizations. Packed into their hands and bulky forearms is an array of fine manipu-lators, computer probes, scomp links, circuit chasers, and other electronics and computer repair tools that allow the droids to access anything from a datapad to a military-grade mainframe. Mounted between the knuckles of their right hand, they even carry a scomp-spiker, a highly illegal piece of industrial espionage and sabotage equipment that pours a devastating high-voltage charge through a computer system to destroy both hardware and software. Although they are not programmed for combat, LSx-series droids can defend themselves if necessary, and the scomp-spiker makes for an extremely nasty weapon against both organics and droids.

These droids rarely speak, and when they do it is in a nearly indecipherable patois of technical jargon, acronyms, and academic pedantry. However, LSx-series droids that have gone without regular main-tenance and memory wipes often learn to express themselves in ways less likely to bore and drive away colleagues. Some develop obsessive and deeply sar-castic personalities. The Rebel Alliance currently uses the majority of LSx-series droids that have been pro-duced, typically assigning them to base duty where they work endless hours attempting to crack Imperial military network security.

1  
BRAWN

2  
AGILITY

4  
INTELLECT

3  
CUNNING

2  
WILLPOWER





2  
PRESENCE

SOAK VALUE  
3

W THRESHOLD  
10

M/R DEFENSE  
0 0

**Skills:** Computers 4, Cool 3, Deception 3, Discipline 2, Mechanics 2, Perception 4, Skulduggery 3, Stealth 2.

**Talents:** Adversary 1 (upgrade the difficulty of all combat checks against this target once), Code-breaker 2 (remove   from checks made to decrypt codes or encrypted comms; reduce the difficulty of Computers checks made to break codes or decrypt comms by one), Defensive Slicing 2 (add   to any attempts to slice into a computer or system controlled by this character).

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

**Equipment:** Scomp-spiker (Melee; Damage 8; Critical 4; Range [Engaged]; Burn 3, Slow-Firing 3, Stun set-ting), built-in slicer gear.



## M4-SERIES MESSENGER DROID [RIVAL]

Another of Cybot Galactica's popular and well-liked entries into the droid market, the M4-series is perhaps the finest messenger droid currently available. M4-series droids are roughly half a meter tall and have a thin, blocky, pentagonal body with no external limbs and a small, highly secure compartment built into the right side. A large holoprojector lens dominates the front face of the droid, and a small, high-output repulsorlift generator provides propulsion and gives the M4 a surprising burst of speed when needed. As dedicated messenger droids, M4s are equipped with a high-resolution holoprojector and an on-board memory that can store a single message up to five minutes long. M4s also carry a long-range comlink and a sophisticated navigation suite that connects to the HoloNet for real-time travel and navigation information nearly anywhere in the galaxy.

Relatively bright and remarkably clever, M4-series droids were built with one goal in mind: to deliver their message at any cost. To that end, these droids are overbuilt to an almost ridiculous degree. They are packed full of redundant operating systems and triple-secure encryption for their messages. Their bodies are heavily reinforced and fitted with solid armor that can turn shots from light-caliber slugthrowers and low-powered blasters with ease. Their shape and size allow them to squeeze through tiny spaces, and a patented Cybot Galactica stealth subroutine allows these little droids to flit about largely unnoticed when needed. Thanks to their design, sturdy build, and on-board systems, M4-series droids have developed a reputation for successfully delivering their messages no matter how hard the trip, how long it takes, or how much damage they suffer en route.

M4s are rare in Imperial service, as the ISB and other intelligence agencies have their own, bespoke messenger droids in the shape of the familiar MSE-series and AS-M12-series droids. A fair number of these sturdy droids have found their way into the Alliance, where they work with intelligence and courier services to run encrypted messages between various Rebel cells. Many M4 droids in Alliance employ take immense pleasure in breaking through various levels of Imperial security to deliver their data. One such droid is even rumored to have broken into an Imperial stockade somewhere in the Outer Rim to deliver a message—and a holdout blaster—to an imprisoned Alliance intelligence agent.



**Skills:** Cool 2, Perception 3, Ranged (Light) 1, Resilience 3, Skulduggery 3, Stealth 3, Vigilance 2.

**Talents:** Durable 2 (reduce all Critical Injury results by 20, to a minimum of 1).

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Flyer (see page 214 of the **AGE OF REBELLION** Core Rulebook).

**Equipment:** Light blaster pistol (Ranged [Light]; Damage 5; Critical 4; Range [Medium]; Stun setting), holoprojector, holorecorder, small locking storage compartment (holds items totaling up to 3 encumbrance).

## Q-SIGNAL MESSENGER DRONE [RIVAL]

The Q-Signal Messenger Drone from Incom is unlike anything on the market today. Essentially a stripped-down starfighter piloted by a savant-level droid brain, the Q-Signal drone is designed to deliver encrypted data and physical specimens through hyperspace to predetermined coordinates. Little more than a space-going dead drop facilitator, the single-minded droid brain that controls the vehicle knows nothing more than its current whereabouts and whatever hyperspace coordinates are programmed into its limited-memory navicomputer. Both Imperial and Alliance intelligence agencies use Q-Signal drones in large numbers. They are commonly found aboard patrol and picket ships, but most military starships carry one or two aboard.

To use a Q-Signal drone, an agent simply loads data or cargo aboard the vessel and feeds hyperspace coordinates into the navicomputer. The Q-Signal is then pushed out of a hangar bay or launched from a fighter catapult into space, where it jumps away to make its delivery. When a Q-Signal arrives at its destination, it falls into a low-power mode to wait for pickup. While powered down, the droid keeps itself on station with automated thrusters and a simple passive sensor system. Once it is retrieved and its data or cargo removed, its memory is wiped and it is either put in storage aboard the receiving vessel to await another run or returned to its sender.



1	2	2	2	1	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 2		W. THRESHOLD 8		M/R DEFENSE 0 0	

**Skills:** Astrogation 1, Perception 2, Piloting (Space) 2, Stealth 2.

**Talents:** None.

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins).

**Equipment:** Messenger Drone Vehicle.

### Q-SIGNAL MESSENGER DRONE VEHICLE PROFILE

The Q-Signal's droid brain and its associated courier systems are housed in a small, dagger-shaped vessel roughly half the size of an average starfighter. Covered in sensor-absorbing stealth materials and painted in dull matte colors, the Q-Signal is nearly impossible to see against a starfield with the naked eye and hard to find with sensors. The vehicle carries no weapons, sensors, or comms array, and it has no propulsion system save for its hyperdrive and a small set of ion thrusters to slow its reentry into realspace and to keep its station while awaiting pickup.

2	0	+0	DEF: 0	FORE: -	PORT: -	STARBOARD: -	AFT: 0	ARMOR 2
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD 15				SS THRESHOLD 10	

**Hull Type/Class:** Drone/Q-Signal.

**Manufacturer:** Incom Corporation.

**Hyperdrive:** Primary: Class 2, Backup: None.

**Navicomputer:** None—implanted Q-Signal Drone.

**Sensor Range:** None.

**Ship's Complement:** None.

**Encumbrance Capacity:** 10.

**Passenger Capacity:** 0.

**Consumables:** None.

**Price/Rarity:** 12,000 credits/5.

**Customization Hard Points:** 1.

**Weapons:** None.

### ADDITIONAL RULES

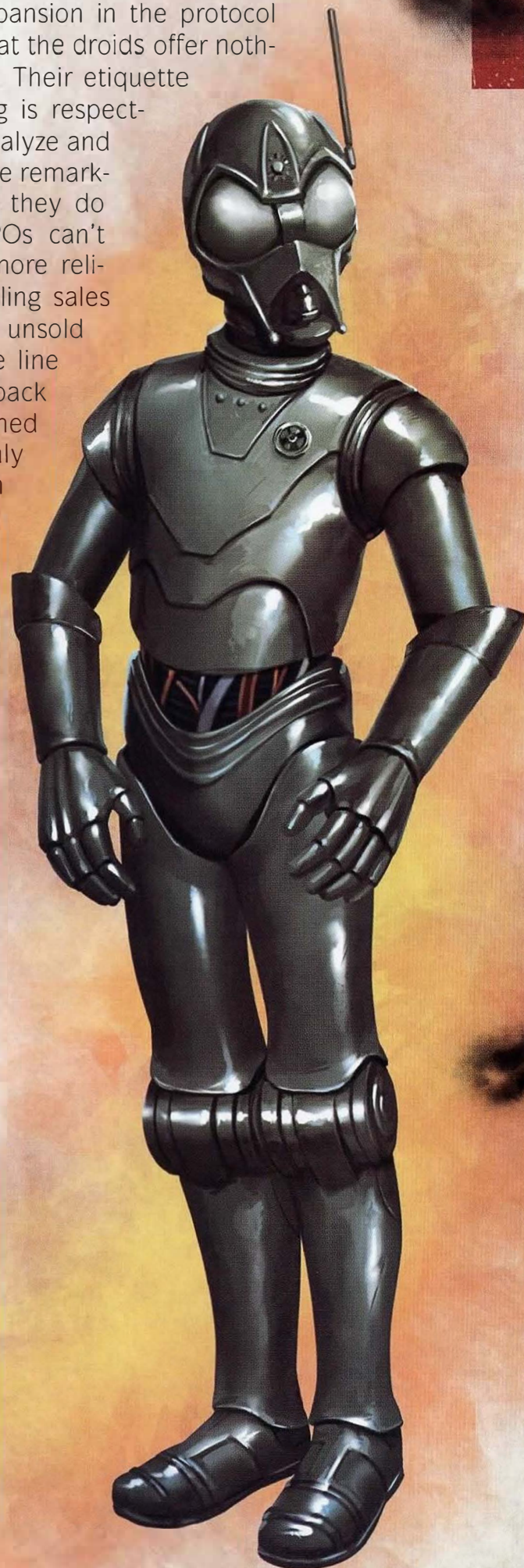
**Stealthy:** The difficulty of checks made to detect the vessel is upgraded twice. If the vessel did not move in the previous round, also add ■■ to the check.

### RA-7 PROTOCOL DROID [RIVAL]

The RA-7 series is the Galactic Empire's go-to choice for protocol and espionage droids. Arakyd Industries designed and produced this series in the years leading up to the Clone Wars in an ambitious but ultimately failed attempt to compete with Cybot Galactica's

ubiquitous 3PO-series protocol droids. RA-7s are gawky, awkward-looking droids just under two meters tall, with spindly limbs, a head reminiscent of a Verpine's, and huge, bulbous photoreceptors that take up the majority of their face. Their personalities are, on the whole, dull and dry with an air of aloofness that few owners find tolerable. RA-7s that have gone without regular maintenance and memory wipes tend to be morose, pessimistic, and constantly exasperated with everyone and everything around them.

The RA-7 line's great failure, which ended Arakyd's plans for further expansion in the protocol droid market, is the fact that the droids offer nothing unique to their buyers. Their etiquette and protocol programming is respectable, and their ability to analyze and collate data is actually quite remarkable, but there is nothing they do that Cybot Galactica's 3POs can't do cheaper, better, and more reliably. After years of dwindling sales and tens of thousands of unsold units, Arakyd canceled the line and offered its entire back stock to the Imperial armed forces at fire-sale prices. Only the ISB took Arakyd up on its offer, and only then, through modification and reprogramming, did the RA-7s find purpose.





## RM-SERIES MILITARY INTELLIGENCE DROID [NEMESIS]

The ISB thoroughly overhauled the thousands of RA-7s it purchased, installing new programming and upgrading the droids' sensor package. Each droid received a sophisticated intelligence-gathering system that included active and passive listening devices and multi-optic, high-resolution photoreceptors with numerous vision modes and the ability to record and transmit audio, video, and holographic data. A constant-on uplink to the ISB's secure HoloNet was installed to give RA-7s constant access to the ISB's expansive databases and to ensure the droids can upload the information they collect as they go about their business. All of these systems are cleverly hidden in plain sight throughout the droid's chassis, and the espionage programming looks like innocent etiquette and protocol subroutines when examined.

Once they were modified, the ISB deployed their RA-7 droids throughout the Imperial armed forces to keep tabs on Imperial personnel and root out criminals and traitors. Nearly all RA-7s currently active are in Imperial service. Very few have defected to or been stolen by the Alliance; those that have are considered to be nearly priceless thanks to their espionage and intelligence-gathering equipment and their knowledge of ISB protocols. Some models found other roles to play in the Rebellion. One RA-7, for example, escaped ISB reprogramming and served as an inventory specialist in one of the more infamous Rebel cells.

2	1	3	3	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE 3		W. THRESHOLD 10		M/R DEFENSE 0 0	

**Skills:** Deception 2, Knowledge (Education) 3, Knowledge (Xenology) 3, Negotiation 3, Perception 4, Skulduggery 3, Stealth 2, Vigilance 3.

**Talents:** Adversary 1 (upgrade the difficulty of all combat checks against this target once), Plausible Deniability 2 (remove ■■ from Coercion and Deception checks).

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Etiquette and Protocol (protocol droids allow allies to add ■ to all Negotiation checks and other checks made to negotiate or mediate).

**Equipment:** None.

The RM-series is a powerful, highly competent espionage droid from the powerful security firm MerenData. Until recently, MerenData was known for its line of espionage droids based on Cybot Galactica's 3PO protocol droids. The release of the RM-series was MerenData's first attempt at a droid designed in-house, and so far that attempt has been a rousing success. Only recently introduced after years of research and development, RMs are small, squat, kite-shaped droids about a meter tall, with an armored, flat-topped head. Their burly arms are tipped with heavy weapons, and numerous dexterous manipulators for grasping and fine-motor work hang from their flat undercarriages. These droids move about via a baffled repulsorlift engine that makes little noise and produce almost no energy signature or emissions. Their personalities are laconic and no-nonsense, although those droids that go without their regular maintenance and memory wipes develop strange philosophical or artistic streaks.

RM-series droids specialize in military intelligence, specifically post-battle analytics and the study of enemy tactics and strategy. They are commonly dispatched to war zones to gather battlefield data and to observe how clashing forces fight in various galactic conditions. As this is an exceedingly dangerous task, these droids are well armored and carry an array of heavy anti-personnel and anti-droid weaponry. They are equipped with a sophisticated suite of intelligence-gathering and data analysis systems and come packed with optical, audio, chemical, energy, and other sensors. RMs also possess respectable engineering and infiltration programming that allows them to act as combat engineers and saboteurs when needed. Many Imperial camps have been flattened by an RM-series droid's homemade explosives and cunning trickery.

In Alliance and Imperial espionage circles, RM-series droids have gained a reputation as highly competent units that can be relied upon in the field. This is more so in the Alliance, where these droids are often part of infiltration and sabotage teams, in which their knowledge and offensive capabilities can be used to their fullest potential.





**Skills:** Computers 3, Cool 2, Deception 3, Knowledge (Warfare) 4, Mechanics 4, Perception 4, Ranged (Heavy) 4, Skulduggery 3, Stealth 3, Vigilance 2.

**Talents:** Adversary 2 (upgrade the difficulty of all combat checks against this target twice).

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Improvised Explosive Device (once per session, can make an **Average** (◆◆) **Mechanics** check to build an explosive device out of available materials that deals 11 damage plus 1 for every ☆ on the Mechanics check; can spend ☉ to increase damage by 2; the GM can spend ☉ to have the explosive device detonate immediately in the user's face).

**Equipment:** Heavy blaster rifle (Ranged [Heavy]; Damage 10; Critical 3; Range [Long]; Auto-fire, Cumbersome 3), ion blaster (Ranged [Light]; Damage 10; Critical 5; Range [Short]; Disorient 5, Ion), built-in demolitions kit (acts as a tool kit), built-in sensory and recording equipment.

### TS-SERIES INTERROGATION DROID [RIVAL]

The construction and use of interrogation droids is looked down upon in the more civilized areas of the galaxy. That being said, the widespread ethical concerns surrounding these frightening droids has never stopped droid manufacturers from building them, nor has it stopped government agencies and criminal enterprises from purchasing as many as they can. For the main branches of Imperial Military Intelligence, Arakyd Industries has been the provider of choice for droids. The notorious and frightening IT-O series started out as an Arakyd design before being retooled by the Department of Military Research, and Arakyd's Viper probe droid is also a common Imperial Navy standby. Arakyd's new TS-series interrogation droids are the latest addition to the Empire's roster.

Marketed as "medical droids," TS-series droids are small, inhuman-looking constructs just over two meters tall. They have a thin, flat, curving torso similar to a droideka's and two long, spindly arms equipped with a frightening array of blades, injectors, cutting lasers, and other vicious-looking medical apparatus. Their flat, cowled head sports four bright-red photoreceptors all in a horizontal line. The base of their body is a flattened triangle that acts as a counterweight and the hub of a low-profile, solid rubber wheel used for locomotion. While they can talk, and are often effusive when reporting information or discussing interrogation techniques with their handlers or other droids, TS-series interrogators are relatively quiet when performing actual interrogations. They tend to ask simple, uncomplicated questions in a straightforward and often cheerful manner, apply pain as needed, and repeat the sequence until they get the information they require.

Very few of these ghastly droids exist currently, and all of them are in service with the Imperial Military Intelligence services. Word of their introduction has recently begun circulating throughout the Alliance, primarily from Rebel moles within the ISB. The rumors of the TS-series' capabilities grow more and more outrageous with every telling, and there is currently a large reward for any Rebel cell that can capture one and return it intact for study.



**Skills:** Coercion 4, Knowledge (Education) 3, Knowledge (Xenology) 4, Mechanics 3, Medicine 4, Perception 4, Skulduggery 3.

**Talents:** Adversary 1 (upgrade the difficulty of all combat checks against this target once).

**Abilities:** Droid (does not need to breathe, eat, or drink and can survive in vacuum and underwater; immune to poisons and toxins), Interrogation Subroutine (once per session, can reroll a Coercion or Medicine check while interrogating or torturing subjects).

**Equipment:** Medical tool hands (Brawl; Damage 4; Critical 2; Range [Engaged]; Burn 1, Disorient 1, Pierce 2, Vicious 2), chem injector hypo, two high-intensity miniature spotlights, on-board medical scanner, built-in medpac (see pages 192–193 of the **AGE OF REBELLION** Core Rulebook), 4 stimpacks (see page 193 of the **AGE OF REBELLION** Core Rulebook).



# NEW ATTACHMENTS

Each espionage mission is unique, so Spies should always ensure their weaponry and armor is customized for optimal efficiency. Even when the mission might radically change in the midst of an operation, or pursuit of a secret leads them to an unexpected location, good Spies always prepare for such eventualities with suitably clever upgrades.

## WEAPON ATTACHMENTS

Members of the galaxy's various intelligence communities personalize their weapons and equipment as much as their colleagues in other branches of service do. Mods and attachments that Spies favor tend to be subtle; such items are often hidden within an innocuous piece of equipment or disguised in such a way as to appear completely innocent. The following mods are a sampling of those that agents throughout the galaxy might use in their secretive missions.

### COMPONENTIZATION

This mod allows a weapon to be broken down into a number of innocuous-looking pieces so that it can be smuggled into and out of places where weapons are not allowed or are highly regulated. When broken down, a componentized weapon looks like a collection of basic tools, comlinks, glow rods, datapad styluses, and other items any individual might be expected to carry. Each part also functions as that item as well. It takes two maneuvers to assemble or disassemble a weapon with this mod. Loss of or damage to a component ruins the weapon, and another will have to be acquired and modified. This attachment can be applied to any weapon with an encumbrance of 2 or less.

**Models Include:** Various models.

**Base Modifiers:** Allows a weapon to be broken into pieces and disguised as other items. A character must make a **Formidable (◆◆◆◆◆) Mechanics** or **Skulduggery check** to deduce the items are weapon parts.

**Modification Options:** None.

**Hard Points Required:** 2.

**Price:** 1,150 credits.

### LIGHTWEIGHT FRAME

This mod reduces both the weight and bulk of ranged weapons to make them easier to handle and conceal. Along with a frame made of a lighter alloy, this mod also includes lightweight polycarbonate stocks, foregrips, and other pieces designed to lighten up a blaster pistol or slugthrower rifle. This attachment can be applied to any weapon.





TABLE 2-9: WEAPON ATTACHMENTS

Item	Price	Encum	HP	Rarity
Componentization	1,150	–	2	5
Lightweight Frame	650	–	1	3
Scanner-Proof Hardware	(R) 1,000	–	2	6
XCiter Overcharge	(R) 1,100	–	2	7

**Models Include:** BlasTech “Featherlite” blaster frame.  
**Base Modifiers:** Reduces a weapon’s encumbrance by 1 to a minimum of 1.  
**Modification Options:** 1 Reduce a weapon’s encumbrance by 1 to a minimum of 1 Mod.  
**Hard Points Required:** 1.  
**Price:** 650 credits.

SCANNER-PROOF HARDWARE

Scanner-proof hardware is a collection of upgrades that together make a weapon virtually invisible to scanners. This mod typically replaces a weapon’s stock, foregrip, and any other furniture with lightweight polycarbonates woven with scanner-spoofing fibers. In addition, most if not all metallic parts—frame, trigger group, barrel, etc.—are replaced with fiber-reinforced polycarb pieces. This mod is extremely illegal. Being caught with a weapon that can pass through scanners without being detected is usually a one-way ticket to the nearest Imperial stockade. This attachment can be applied to any weapon.

**Models Include:** Various models.  
**Base Modifiers:** The weapon cannot be detected by standard weapon-detecting technologies. Characters using advanced scanners must make a **Hard (◆◆◆) Computers check** to find the weapon. Physical body searches can still locate the weapon as usual. Game Masters may spend ☸ ☸ or ☹ on a combat check to render the weapon inoperable, requiring a major repair before it can be used again (see page 172 of the **AGE OF REBELLION** Core Rulebook).  
**Modification Options:** 1 Reduce the weapon’s encumbrance by 1 to a minimum of 1 Mod.  
**Hard Points Required:** 2.  
**Price:** (R) 1,000 credits.

XCITER OVERCHARGE

A common—and dangerous—modification among espionage agents, an XCiter Overcharge allows an individual to empty a blaster’s energy cell in a single, extremely powerful shot. This increases the output for an emergency kick, but it runs the risk of destroying the weapon and harming the user. While typically applied to holdout blasters, this attachment can be applied to any personal blaster weapon.

**Models Include:** BlasTech “Nova” Overcharge System.  
**Base Modifiers:** As an incidental, shooters may overcharge the XCiter on their blaster. This gives the weapon the Prepare 1 item quality and increases its damage on the next attack by 4. Once it is fired, the weapon runs out of ammo and must be recharged (see the sidebar on page 172 of the **AGE OF REBELLION** Core Rulebook). GMs may spend ☸ ☸ ☸ or ☹ from any combat check involving an overcharged shot with this weapon to cause the weapon to explode and deal full damage to the shooter.  
**Modification Options:** None.  
**Hard Points Required:** 2.  
**Price:** (R) 1,100 credits.

ARMOR ATTACHMENTS

The following selection of mods and attachments is representative of those that Spies use when seeking to upgrade their levels of personal protection.

ARMOR INSERT

Armor inserts are thin, flexible, plasteel and ballistic gel plates that can be sewn into clothing to give the wearer concealed armor protection. They can be added to any garment that is suitably large and alterable, and they can be installed by any skilled tailor for a moderate fee. This attachment can be applied to any armor with a defense no greater than 0 and a soak of 1 or less.

**Models Include:** Creshaldyne “Slimline” Armor Plates.  
**Base Modifiers:** Turns any article of clothing into armored clothing (see page 184 of the **AGE OF REBELLION** Core Rulebook). Characters can notice the inclusion of armor inserts in clothing by making an **Average (◆◆) Perception check**.  
**Modification Options:** 1 Increase Soak by 1 Mod, 1 Increase Defense by 1 Mod, 1 Increase difficulty of check to notice inclusion to **Hard (◆◆◆) Mod**.  
**Hard Points Required:** 0.  
**Price:** 450 credits.

BOOT BLADE

An excellent way to ensure an agent is always armed no matter the circumstances, boot blades are small, spring-loaded knives that extend from the toes of an individual’s shoes or boots to provide an extra edge in hand-to-hand combat. There are various ways to deploy the blades, such as pressing a certain point on the tongue of a shoe or stamping hard with a boot’s heel. Retracting them often entails simply (but carefully) pushing them back into their compartment until they catch. This attachment can be applied to any armor that includes boots, shoes, or other footwear.



TABLE 2-10: ARMOR ATTACHMENTS

Item	Price	Encum	HP	Rarity
Armor Insert	450	–	0	3
Boot Blade	100	–	0	5
Jump Boots	1,200	–	1	6
Reflec Adaptive Skin	(R) 3,500	–	2	7
Scannerweave	(R) 1,800	–	2	6
Stealth Field Generator	(R) 3,800	–	2	7

**Models Include:** Various models.

**Base Modifiers:** Provides the wearer with a retractable fighting blade with the following profile: (Melee; Damage + 1; Critical 3; Range [Engaged]).

**Modification Options:** 1 Reduce the weapon's critical rating by 1 to a minimum of 1 Mod, 2 Item Quality (Pierce + 1) Mods, 1 Item Quality (Vicious + 1) Mod.

**Hard Points Required:** 0.

**Price:** 100 credits.

### JUMP BOOTS

Jump boots are, essentially, a single-use jetpack built into a thick boots and allows a user to leap over tall obstacles and even fly for a very limited time. This attachment can be applied to any armor with an encumbrance of 4 or less. It is good for only one use and cannot be used again until the rockets are refueled, which costs 100 credits and takes 30 minutes.

**Models Include:** Zim Systems LO-44.a micro-rockets.

**Base Modifiers:** Reduces the difficulty of all Athletics checks made to jump up or over obstacles by 1.

**Modification Options:** 1 Reduce difficulty of all Athletics checks to jump up or over obstacles by 1 Mod, 1 Allow wearer to fly (see page 214 of the **AGE OF REBELLION** Core Rulebook) for a total of one minute or 3 rounds Mod.

**Hard Points Required:** 1.


**Price:** 1,200 credits.

### REFLEC ADAPTIVE SKIN

Reflec is an advanced polymer that possesses adaptive light-warping and sensor-damping properties. When applied to armor, reflec acts as an optical camouflage even in fully illuminated areas. This attachment can be applied to any armor.

**Models Include:** CorChemCo Reflec Treatment.

**Base Modifiers:** Upgrade the ability of all Stealth checks once while wearing reflec-coated armor.

**Modification Options:** 2 Add  to Stealth checks while wearing reflec-coated armor Mods.

**Hard Points Required:** 2.

**Price:** (R) 3,500 credits.

### SCANNERWEAVE

Scannerweave is a passive stealth system consisting of an advanced sensor-blocking textile. Armor modified with scannerweave tends to be quieter thanks to the nature of the soft, flexible fabric. More importantly, its inherent qualities make the wearer nearly invisible to the various scanners and security sensors found in security vaults and data facilities. This attachment can be applied to any armor.

**Models Include:** Ayelixe/Krongbing Passive Stealth Cloth, Kamperdine KL-427 "StaticWeave" Sensor Spoofing Textiles.

**Base Modifiers:** Upgrades the ability of all opposed Stealth checks made against sensor and scanner operators once.

**Modification Options:** None.

**Hard Points Required:** 2.


**Price:** (R) 1,800 credits.

### STEALTH FIELD GENERATOR

Produced by a number of stealth technology companies, stealth field generators are the final word in personal active stealth technology. They use a combination of optical camouflage, low-output cloaking technology, active electromagnetic dampers, electronic acoustic bafflers, and thermal shielding to make a user virtually invisible to both the naked eye and to most scanners. These systems are not perfect, however. Users still need to know how to move stealthily and how to use cover and shadows to their advantage. Users also cannot move faster than a walk, or the stealth field will break down. This attachment can be applied to any armor.

**Models Include:** Fabritech X0-A "Vanish I" Personal Stealth Generator, Kerner Corp. "Defel" Cloaking Belt.

**Base Modifiers:** Upgrades the difficulty of all opposed Perception checks to spot the wearer once.

**Modification Options:** 2 Add  to opposed Perception checks to notice the wearer Mod.

**Hard Points Required:** 2.

**Price:** (R) 3,800 credits.

## GEAR ATTACHMENTS

Although they are rare among the general population, specialized equipment mods are quite common in the galaxy's various intelligence communities. Armorers and technicians in labs across the galaxy work tirelessly in an effort to cram as much hidden equipment as possible into normal, workaday devices for their agencies' agents. Datapads equipped with hidden dart launchers, blaster-proof diplomatic pouches, wrist chronos with built-in cutting lasers, comlinks with tiny listening bugs: these are just a few of the clever pieces of kit issued to espionage agents in both Rebel and Imperial intelligence services.



TABLE 2-11: GEAR ATTACHMENTS

Item	Price	Encum	HP	Rarity
Comlink Bug	150	–	0	4
Concealed Climbing Cord	100	–	0	2
Dart Gun	200	–	0	4
Hidden Compartment	50	–	0	3
Holo Converter	600	–	0	6
Subminiature Holocam	300	–	0	5
Retractable Garotte	200	–	0	6
Self-Destruct System	550	–	0	5

The mods that follow are a small selection designed for players and Game Masters who want to fashion their own customized espionage equipment for spies to use in the Galactic Civil War. To create such an item using a gear mod requires an **Average (◆◆) Skulduggery check** or **Hard (◆◆◆) Mechanics check**, due to the fact that the mods not only must be installed in gear that is not typically or easily modified, but also must be well concealed from suspicious eyes.

Small items like datapads, comlinks, glow rods, chronos, and boots can have only one mod or attachment. Large items like travel cases, fusion lanterns, and cloaks may have two or more, depending on the nature of the mod and the discretion of the Game Master, but generally the number cannot exceed the item's encumbrance value.

COMLINK BUG

Comlink bugs are tiny listening devices implanted into an otherwise normal comlink. When active, they allow an operator to listen in on whatever is being broadcast over a specific comlink. These devices detect both incoming and outgoing signals and can record entire conversations. As they are active listening devices, comlink bugs can be detected with proper equipment, such as a surveillance scanner.

**Models Include:** Various models.  
**Base Modifiers:** Broadcasts all incoming and outgoing signals from a comlink to a remote listener at medium range.  
**Modification Options:** None.  
**Hard Points Required:** 0.  
**Price:** 150 credits.

CONCEALED CLIMBING CORD

This mod consists of a small retracting spool wrapped with twenty-five meters of thin, high tensile strength climbing line, connected to a small, spring-loaded grappling hook. Typically built into a belt, sash, or other load-bearing strap, a concealed climbing cord can get an agent into and out of a lot of trouble in a variety of mission settings.

**Models Include:** Various models.  
**Base Modifiers:** Grants the user a length of climbing cord with grappling hook. This counts as having the Right Tool for the Job for climbing and repelling, as per the sidebar on page 186 of the **Age of Rebellion** Core Rulebook.  
**Modification Options:** None.  
**Hard Points Required:** 0.  
**Price:** 100 credits.

DART GUN

This is a simple device that uses springs or compressed air to fire a tiny alloy dart. While they do very little damage, these darts can be coated with a number of exotic substances, from sedatives to extremely lethal toxins. Dart guns are often concealed in comlinks, glow rods, cigarras, and other cylindrical items, but they can be used anywhere for both offensive and defensive purposes.

**Models Include:** Various models.  
**Base Modifiers:** Enables the item to fire a single dart with the following profile: (Ranged [Light]; Damage 2; Critical 5; Range [Short]; Limited Ammo 1, Pierce 1).  
**Modification Options:** None.  
**Hard Points Required:** 0.  
**Price:** 200 credits.

HIDDEN COMPARTMENT

These are typically very small, easily concealed compartments hidden in places such as the hollowed-out handle of a blaster pistol or the heel of a shoe. Due to size constraints, they can typically only hold items with an encumbrance of 0, such as mem-stiks and credit chips. Compartments that can hold items with an encumbrance of 1 or 2 can be built into larger items, such as a false bottom in a document case.

**Models Include:** Various models.  
**Base Modifiers:** Adds a small hidden compartment to a personal item. Finding the compartment requires a thorough once-over and a **Hard (◆◆◆) Perception check**.  
**Modification Options:** 1 Upgrade difficulty of Perception check required to discover compartment once Mod.  
**Hard Points Required:** 0.  
**Price:** 50 credits.



### HOLO CONVERTER

Holo converters are common holo scrambling devices that allow users to alter a holoprojector's outgoing signal. Using powerful alteration technologies, holo converters allow users to change their species, age, gender, and any other identifying features on camera to hide their identity. This can be used with any holographic recording/projecting device, and the converter can store four different alter egos in its database.

**Models Include:** Various models.

**Base Modifiers:** Allows a user to create disguises within holographic recording/projecting systems.

**Modification Options:** 2 Add one additional alter ego to the database Mods.

**Hard Points Required:** 0.

**Price:** 600 credits.

### SUBMINIATURE HOLOCAM

Subminiature holocams are small holorecorders equipped with a medium-sized fixed focal length lens. Able to record still images and video in numerous formats, they are often hidden in datapads, eyeglasses, goggles, or jewelry. Due to their size and the nature of the attached lens, they have relatively limited capabilities. The on-board storage can store only a handful of still images or a few minutes of video, and the images are all low-resolution. Unless the subminiature holocam is specifically built for the task, it can only reliably record up to a range of three meters. In addition, miniature holocams rarely, if ever, have networking capabilities; images and video footage must be removed manually by connecting the device to a datapad or computer.

**Models Include:** Xonim Holotech VEF22 SubMiniature Holocam.

**Base Modifiers:** Allows a user to take still images and record holos unobtrusively.

**Modification Options:** None.

**Hard Points Required:** 0.

**Price:** 300 credits.

### RETRACTABLE GARROTE

This simple mod adds a garrote to any suitable item, typically a briefcase, comlink, bracelet, or shoe, but it can even be used on a stimpack or fusion lantern.

**Models Include:** Various models.

**Base Modifiers:** Equips the item with a retractable garrote. See page 40 for more information on garrotes.

**Modification Options:** None.

**Hard Points Required:** 0.

**Price:** 300 credits.

### SELF-DESTRUCT SYSTEM

Self-destruct systems are found on many pieces of espionage gear, especially bags, attaché cases, and diplomatic pouches. They use small, low-yield, shaped-charge explosives to destroy the item in case of theft, emergency, or improper usage. For example, an attaché case could be equipped with a self-destruct system that activates when an incorrect lock combination is entered. The explosions are usually very contained, but can be modified to deal damage to others nearby when the device detonates.

**Models Include:** Various models.

**Base Modifiers:** Equips the item with a single use explosive self-destruct system that inflicts 5 damage to all characters within engaged range.

**Modification Options:** 3 Increase damage by 2 Mods, 1 Increase range to short Mod.

**Hard Points Required:** 0.

**Price:** 450 credits.

## STARSHIPS AND VEHICLES

Intelligence agencies tend to provide common and unassuming ships and vehicles to their agents. A ship that would stand out in a shipyard on Coruscant or a landspeeder too flashy for a backwater planet like Lothal would do an agent more harm than good. To that end, agencies often choose ships and speeders straight off second-hand lots that can be easily modified and retain a more commonplace appearance. Agents needing to blend in with the elite on Core Worlds, though, will need suitable vehicles that allow them to slip in and out of high-end galas and private estates, and so might request only the finest of transportation. These can also act to impress their targets, allowing for easier social infiltration.

### LANDSPEEDERS

Intelligence agents, when they must have a landspeeder or airspeeder, usually go with inconspicuous, highly customizable vehicles. This allows them to blend in with a local population but gives them the versatility and utility they need to complete their missions. Others prefer luxury speeders, as few would suppose such vehicles would also be fitted with missile launchers or heavy armor underplating. Some veteran Spies even adopt signature landspeeders, openly announcing their arrival and challenging their opposite numbers to battles of wits, double-crosses, and ambushes.



## ARLEN-DEMPLER C-B7 "INTERCEPTOR"

A boutique maker of luxury, high-performance landspeeders, Arlen-Dempler is based on the rainswept planet Icenii in the Corporate Sector. Its latest offering, the C-B7 Interceptor, is sleek, fast, and extremely well appointed. The Interceptor is a five-seat, two-door vehicle designed primarily for touring and long-range planetary trips. Each of these luxurious speeders comes standard with a high-end passenger entertainment system, high-performance handling package, environmental protection, and numerous other safety and comfort systems designed to protect and pamper the pilot and passengers. The C-B7 is highly modifiable, something rarely mentioned in selling points but a valued fact all intelligence agencies use to great advantage.

Despite all the luxury and performance, these landspeeders are remarkably simple machines under their attractive skins. They use numerous off-the-shelf parts from various vehicle manufacturers, particularly SoroSuub and Incom, and both their design and construction are clean and intelligently laid out. This makes for easily maintained and modified vehicles with readily available parts. C-B7s are often issued to intelligence agents operating in classier parts of the Core Worlds and Mid Rim, where a certain amount of wealth and style is a requirement for a successful cover identity.

2	4	+2	DEF. FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	0	-	-	0	1
			HT THRESHOLD				SS THRESHOLD
			4				8

**Vehicle Type/Model:** Landspeeder/C-B7 Interceptor.

**Manufacturer:** Arlen-Dempler Luxury Speeders.

**Maximum Altitude:** Two meters.

**Sensor Range:** Close.

**Crew:** One pilot.

**Encumbrance Capacity:** 10.

**Passenger Capacity:** 4.

**Price/Rarity:** 21,500 credits/5.

**Customization Hard Points:** 5.

**Weapons:** None.



## STARSHIPS

Intelligence agents and the agencies that employ them favor starships that, like their preferred landspeeders, are easily modified for maximum flexibility.

### IE-440 "NIGHTHAWK" MULTI-ROLE STARFIGHTER

Old and largely forgotten save by historians and enthusiasts, Koensayr's IE-440 starfighter is now a mainstay of Alliance Intelligence. Introduced in the waning years of the Clone Wars, the Nighthawk was intended to replace the Y-wing as the Grand Army of the Republic's premier fighter/bomber. The final design resulted in a nimble, well-built ship that featured greater adaptability for wider mission profiles. However, the Clone Wars came to an abrupt end while the program was still in its prototype stage.

After the fall of the Republic, Koensayr was confident enough in its design to produce a handful of Nighthawks and attempt to sell them to the growing Imperial Navy. Unfortunately, Sienar Fleet Systems had already won a massive contract to produce the cheaper TIE-series of fighters for the Empire, and the Koensayr sales reps were turned away. Over the next few years, Koensayr produced the Nighthawk in limited numbers until eventually discontinuing the model.



around six years into the reign of the Emperor. Few of these forgotten fighters are in use today. Those ships that are still around soldier on in the hands of backwater planetary defense forces and private military concerns. A handful were recently discovered mothballed at an old Koensayr warehouse, and after a thorough refit, they were offered on the open market. Alliance acquisition personnel immediately snapped them up; the starships disappeared after purchase and their whereabouts are currently unknown.

3	5	+2	DEF: FDR/PRT/STRBDRD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	1 - - 1	1
			HT THRESHOLD	SS THRESHOLD
			10	10

**Hull Type/Class:** Starfighter/IE-440 Nighthawk.  
**Manufacturer:** Koensayr Corporation.  
**Hyperdrive:** Primary: Class 2, Backup: Class 12.  
**Navicomputer:** Yes.  
**Sensor Range:** Short.  
**Ship's Complement:** One pilot.  
**Encumbrance Capacity:** 5.  
**Passenger Capacity:** 1.  
**Consumables:** One week.  
**Price/Rarity:** 124,800 credits/7.

**Customization Hard Points:** 4.

**Weapons:** Concealed forward-mounted proton torpedo launcher (Fire Arc Forward; Damage 8; Critical 2; Range [Short]; Blast 6, Breach 6, Guided 2, Limited Ammo 2, Slow-Firing 1).

Forward-mounted twin light laser cannon (Fire Arc Forward; Damage 5; Critical 3; Range [Close]; Linked 1).

## STARSHIP AND VEHICLE ATTACHMENTS

Intelligence services are notorious for modifying the ships and vehicles that their agents use. The following mods are a small sampling of those that are employed to better prepare vehicles for covert operations.

### CLOAKING DEVICE

Cloaking devices are exceedingly rare and typically only fitted to starships employed in gathering intelligence assignments. Fueled with either hibridium or stygium, these power-hungry systems render a ship completely invisible. Cloaking devices are illegal to own for non-military use, a fact that is largely lost on those few criminals, smugglers, and espionage freelancers who are wealthy enough to afford them. This attachment can be applied to any starship of silhouette 3 or larger.

**Models Include:** Sienar Fleet Systems Mk III Stygium Cloaking Device, Kerner Corp Multi-Phase Hibridium Stealth System.

**Base Modifiers:** Provides a star ship with a cloaking device which can be activated or deactivated by spending a maneuver. A character must make a **Daunting** (◆◆◆

◆) **Perception** or **Vigilance** check to spot a cloaked ship. Ships with an active cloaking device have their speed reduced by half (rounded up) and cannot use active sensors, comms, or weapons. The cloaking device

**Modification Options:**

None.

**Hard Points Required:** 4.

**Price:** (R) 29,000 credits.





TABLE 2-12: STARSHIP AND VEHICLE ATTACHMENTS

Item	Price	HP	Rarity
Cloaking Device	(R) 29,000	4	9
Holographic Shell	(R) 5,500	2	7
Hush Kit	450	1	6
Mobile Listening Post	5,500	2	5
Retractable Weapon System	1,000	1	6
Sensor Shunt	(R) 3,200	1	8

HOLOGRAPHIC SHELL

Holographic shells use a combination of optical camouflage and high-resolution holography to create a disguised exterior for a ship or vehicle. A disguise must be programmed into the system’s memory in advance, and the memory can hold only one disguise. Once active, a disguise cannot be changed on the fly. Holographic disguises are only effective at distances of several meters or more, however; touching or closely investigating the disguise ruins the illusion. This attachment can be applied to any starship or vehicle.

**Models Include:** Various models.  
**Base Modifiers:** Provides a ship or vehicle with a holographic disguise. A **Daunting (◆◆◆◆) Perception check** is required to see through the disguise at a distance. Physical examination immediately detects the disguise.  
**Modification Options:** 2 Add one additional disguise to the database Mods.  
**Hard Points Required:** 2.  
**Price:** (R) 5,500 credits.

HUSH KIT

Hush kits were originally designed to muffle the sound of ion and rocket engines around urban spaceports. Installed on a starship’s engines, these devices dramatically reduces the sound engines produce. Shortly after their introduction, though, it became apparent that hush kits also make it easier to sneak ships and speeders into and out of places they don’t belong. They have since become common among criminals, scouts, and intelligence agents. This attachment can be applied to any starship or vehicle.  
**Models Include:** Incom 44L2 “Whisperer” Hush Kit, SoroSuub “Slipstream” Stage III Hush Kit.  
**Base Modifiers:** Adds ■■ to all checks made to detect this ship audibly while it is in atmosphere.  
**Modification Options:** None.  
**Hard Points Required:** 1.  
**Price:** 450 credits.

MOBILE LISTENING POST

Mobile listening posts are a common modification to vehicles used by law enforcement and intelligence agencies. They pack everything an agent or small group of agents needs for a long stakeout. Models commonly include comms interceptors, various powerful sensors and scanners, and of course a small but well stocked caf maker. This attachment can be applied to any enclosed vehicle of silhouette 3 or larger.  
**Models Include:** Various models.  
**Base Modifiers:** Increases a vehicle’s passive and active sensor range by one range band. Provides extra audio, video, and holographic capabilities.  
**Modification Options:** None.  
**Hard Points Required:** 2.  
**Price:** 5,500 credits.

RETRACTABLE WEAPON SYSTEM

A staple of spies and infiltrators, this simple mechanical apparatus deploys and retracts a weapon from a hidden spot aboard a ship or vehicle. The does not include the weapon, just the retractable mechanism and the work done to make a concealed space for the weapon beneath duralloy or other hull plates. This attachment can be applied to any starship or vehicle.  
**Models Include:** Various models.  
**Base Modifiers:** Provides a vehicle with a hidden compartment and a device for deploying a weapon. Deploying or retracting a weapon requires a maneuver. Discovering a retractable weapon system requires a **Hard (◆◆◆) Perception check** and a thorough search of the ship or vehicle in question. The GM has final say if a weapon is suitable for the retraction system based on the size of the ship or vehicle.  
**Modification Options:** None.  
**Hard Points Required:** 1.  
**Price:** 1,000 credits.

SENSOR SHUNT

Sensor shunts are passive stealth systems fitted to ships or vehicles to hide energy signatures. Unlike a scrambler, which draws attention to itself even as it fools sensors, shunts are quiet and unobtrusive. Ships or vehicles with these upgrades are nearly invisible to passive sensors and are difficult to detect with even active scanners. This attachment can be applied to any starship or vehicle.  
**Models Include:** Various models.  
**Base Modifiers:** Increase the difficulty of checks to detect this vessel using passive sensors by two, and the difficulty of checks to detect this vessel using active sensors by one, while it is travelling at speed 3 or lower.  
**Modification Options:** None.  
**Hard Points Required:** 1.  
**Price:** (R) 3,100 credits.









# THE HIDDEN WAR

*"Most of us, we've done terrible things on behalf of the Rebellion. We're spies. Saboteurs. Assassins."*

*—Captain Cassian Andor, Alliance Intelligence*

**S**pies operate in the shadows, where their greatest victories usually go unseen and unnoticed. Indeed, if their deeds do become well-known, this generally means failure. Their secret battles are often unpleasant, featuring deceit, betrayal, and dirty fighting. Spies might have more in common with their opposite numbers than with their fellow soldiers; the latter may never be able to fully trust anyone who is immersed in tradecraft. Still, Spies are a valued part of the Alliance; without them, after all, it would have never learned of the first Death Star or how to defeat it until it was too late.

This chapter offers GM advice for making espionage themes a strong part of adventures. This includes tips on integrating Spy characters of all

specializations into **AGE OF REBELLION** campaigns, plus guidance on running slicing encounters. As Spies commonly use skills like Deception and Stealth in their missions, it features new suggestions for ways to spend narrative dice results from such checks. Players also gain new ways to use these skills, and rules for concealing and disguising the weapons and gear their Spies use while practicing tradecraft.

Espionage adventures are only as good as the antagonists involved, and so this chapter features details on Imperial Intelligence agencies, modes of operation, and techniques. It closes out with three campaign outlines that put Spy characters at the forefront, plus new rewards that GMs can grant them after successful missions in the hidden war.



# INTEGRATING SPIES

All Player Characters fulfill a role within a team of heroes. Diplomats negotiate, Commanders lead, and Soldiers fight. During group encounters, each Player Character has moments to shine while the other heroes work to complement that PC's actions. Spies, however, stereotypically have their greatest successes when they work away from the spotlight. These operatives succeed by avoiding attention. Further, when Spies are trying to be sneaky, the company of others complicates matters and increases the risk of failing an assignment. This can easily lead to situations in which Spies wish to operate alone. Unfortunately, that can be boring for the players whose characters are not on the mission and boring for the Spy's player when that character is absent from other scenes. The solution to this problem is to find good ways to integrate the characters' actions so that they complement one another.

Frequent scene cuts are one approach to mitigating this conflict. When the heroes are pursuing independent objectives, frequently switching focus between the separate teams forces the players to pay attention. It can also give them an opportunity to plan out their next moves in between their focus time. This works particularly well if the heroes' actions complement one another: for example, if the team's Diplomat is attempting to fast talk a facility's security officers while the Spy sneaks through a back entrance. This approach depends upon setting scenes where every hero has a role and the players are engaged in the idea of supporting one another.

An alternative approach is to run the Spy's isolated scenes at a time when the other players aren't available—either before a game session starts or after stopping for the evening. This can create some awkward pacing issues and can leave the Spy's player to go through scenes without context. It can also mean the Spy's player must celebrate success or withstand failure without the companionship or commiseration of the other players. A related approach is to have a secondary GM to manage isolated scenes like this, but that is a less common approach and one that requires strong communication between the primary and assistant Game Masters.

Ultimately, either of these solutions is a temporary fix to a symptom of a bigger problem. If the Spy character is constantly attempting significant portions of the missions in isolation, then it may be necessary to have a discussion with the player. Most game groups enjoy play more when their heroes work collectively. If the Spy player expected to work independently, then the character as conceived might not be a good fit, though it would certainly be possible to modify the

character to better suit the campaign. Alternatively, the Game Master may not have considered how the Spy's player is reacting to each mission. If every mission suggests goals for the Spy to accomplish independently, then the player is likely to try to do so. A frank discussion between the GM and the player is often the best way to resolve this, so that both can adjust their expectations.

## ROLE WITHIN THE MILITARY

Spies present a challenge within the hierarchy of the Rebellion, or any other military organization. Intelligence operatives have very different skill sets than frontline soldiers, such as infantry or pilots, who deal with more direct confrontations. While they need to recognize logistics reports or read a map, Spy characters do not need to manage supply chains or identify tactical weak points like support or command officers must. The military provides Spies with a support network and a connection to a cause, but seldom does it provide them with authority over others. Even accomplished Spies are unlikely to assume high-ranking leadership roles, unless they have abandoned their work in the field. This can make their place as part of a team harder to determine. Their duties are largely in the field, but they may be peripheral to the responsibilities of Spies' peers.

## ESPIONAGE FIELD UNITS

If the PC group includes more than one Spy—or if the GM's campaign is built around espionage—one possible solution could be to have the heroes all be members of a dedicated intelligence acquisition/protection team. In this case, more than one of the heroes might follow the Spy career or have acquired a Spy specialization as a non-career selection. This can give the Player Characters more uniform access to the skills required in a campaign constructed around infiltrating hostile environments. While each Player Character continues to have a unique specialty to complement the team's needs, all of them are expected to be competent at acquiring or protecting intelligence.

Using this approach, the connection to the Rebellion chain of command becomes clear. The unit is collectively under the authority of an espionage division. Within that framework, each of the characters has more or less authority based upon rank within the squad. While their ranks might not translate directly when dealing with frontline units, they are clear within the group of heroes.



## ESPIONAGE AND THE FORCE

**F**orce abilities can grant a substantial advantage to Spies working behind enemy lines. They can conceal their presence, let them manipulate others to aid them, and even help them move or fight more effectively when necessary. Using Force abilities discreetly, a Force-sensitive operative may complete missions that would otherwise be impossible.

However, the Empire has resources devoted to identifying and eliminating Force sensitives. If camera footage or witness reports identify someone as appearing to wield Force powers, then that person can become a target of interest. Once they identify a target, Imperial agents are unrelenting in their pursuit. Capture may lead to a death sentence or even more heinous consequences.

Ideally, the GM should make this framework clear to the players prior to character creation. Otherwise, some of the characters might not acquire the necessary skills to work both as Spies and in their primary areas of expertise. The GM might also consider giving players bonus starting XP explicitly to acquire an appropriate non-career specialization.

## INTERACTIONS WITH OTHER UNITS

A Spy's placement in the chain of command is often peripheral, and it may even come into question. Many espionage agents do not wear—and may not even own—uniforms or rank insignia. After all, taking such things along on an undercover assignment would pose a serious risk. Further, most espionage agents need to keep their identity a secret to reduce the chance of a security leak. Consequently, when Spies make contact with another Rebellion unit, confirming their identity can pose a significant problem, especially when that contact is unplanned. Spies have been ignored when trying to deliver critical information or even taken prisoner when trying to assist their peers.

The solution to this issue is to have additional units designated to provide support. They might be stationed in a safe house or on standby a short hyperspace jump away from the operative. Using passphrases or similar secure codes, they can respond to calls for assistance and act in accordance with the operative's needs. In some instances, the supporting units might not even know the Spy or the nature of the Spy's assignment. They simply recognize that they need to be prepared to respond to a crisis situation on very short notice. This is unlikely to be an enjoyable role for other Player Characters, but it could be a very good fit for a recurring unit of NPCs.

## MISSION ASSIGNMENTS

When the Spy is the primary focus of a mission assignment, that mission must center around acquiring information from the enemy. The variables are the type of information and the methods used for acquisition. For GMs who design their scenarios around a PC's focus, a mission devoted to an Infiltrator is substantially different from one intended for an Interrogator. The key elements are determining the target and presenting a range of different means to acquire it. This lets the players research their options and create a plan of action to exploit the enemy's weak points, while also using the skills and talents that they chose to develop.

For some missions, researching the target can almost be a mission in itself. If the adventure follows a typical heist plot, the heroes may spend a significant amount of time investigating and preparing their assets before commencing the infiltration. This may include searching archives, engaging in social engineering, and conducting visual inspections. Depending upon the approaches used, heroes from other careers may be better suited to completing these tasks.

After the background research is finished and the plan formulated, the Spy may take the lead in performing the fieldwork. Sometimes this portion can be anticlimactic. If the advanced planning was accurate, then the infiltration and escape may be accomplished without raising an alarm. Some game groups may find this satisfying, though others may prefer an outcome that involves blaster fire and a bit more action.

## DATA CONFIRMATION

Often, Spies are given assignments to confirm intelligence information that came through other channels. Preliminary data might have had an unreliable source, or it might have been based upon analyst speculation. In either case, the Spy must operate against the Empire to verify that the initial data is accurate, so that the Rebellion can appropriately commit to further actions. Because this type of lead is based upon information gathered from the Empire, it is also the kind most likely to lead into a trap. While these missions are absolutely necessary, they tend to be higher risk.

Discretion and speed both play high priorities on these missions, as the data tends to be time sensitive. Interrogators might have to carefully question a prisoner to verify data while being mindful to not reveal any expected answers. Sleeper Agents might need to embark on an assignment without the time to establish a solid cover identity. Slicers might need to extract information from the records of an Imperial contractor to find secondary confirmation of a lead. Rarely, operatives may not be fully informed about the type of data they need to learn, due to compartmentalization as part of the security requirement.



## COMPLEMENTARY ACTION

A military strike can provide an ideal distraction for an espionage mission. Security forces normally devoted to guarding an installation can be drawn to guard against the obvious incursion, presenting opportunities for more discreet agents to act. While automated systems are certain to remain on heightened alert, the living operators who oversee those systems could be distracted or away from their duty stations.

Precise timing is essential for these missions to succeed. Typically, before the military strike happens, the agents need to be in place, waiting to act. Ideally, they must also know where the targets of the military assault are, so that the agents can avoid friendly fire. This introduces a huge potential for complication, as engagements can rapidly proceed in unexpected directions. An operative may discover that the target or escape routes must be changed as the military action evolves.

## INDEPENDENT ACTION

In order to complete some missions, the Spy must operate in relative isolation. These are typically cases in which any support would compromise the assignment. Infiltrators and Sleeper Agents are the most prone to independent action, but any Spy specialization can encounter these types of missions. The

biggest challenge for independent missions within the context of a tabletop RPG is giving the other Player Characters work to do. Unless the session involves a single player, these types of missions initially appear to be a tough fit. After all, the stories are intended to be told collaboratively. If the mission explicitly excludes some of the heroes, then it clearly eliminates that aspect of the game.

Different storytelling techniques offer different ways of overcoming that challenge. Not all of these are good fits for every group. Further, if some players are hesitant about sharing the spotlight, it may be necessary to offer every player a game session explicitly devoted to their character after running one for the Spy. The GM should consider the feasibility of doing so before offering an independent mission for the Spy.

## SUPPORT AND FLASHBACKS

Sometimes ignoring the normal chronological order of events can better justify an independent mission. Using this approach, flashback scenes can give the different Player Characters a means for interacting with the Spy's ongoing mission, even though they aren't with the Spy as the mission occurs. For example, when the Spy needs to answer an esoteric question about the mission at hand, a flashback scene could have another Player Character research that very question and give the Spy the necessary information. When the Spy needs a vital tool, a flashback scene could focus on the Engineer designing and delivering the necessary device to the Spy. This same approach could retroactively show how each of the heroes has contributed to the mission's success.

Alternatively, the other heroes could lie in wait off-screen to help the Spy. As the operative proceeds along the mission, the support team might track it using a camera on a droid, a pair of macrobinoculars, or a sliced holographic feed. The challenges for the Game Master are to provide the other heroes with interesting obstacles to overcome during this time and to devise a means of discreet communication between the Spy and the support team. Ultimately, this option can be tedious for the players whose characters wait on the sidelines.

## TROUPE PLAY

An alternative approach to a mission that focuses on the Spy character could be to have the other players use characters other than their normal ones. If the independent mission involves the Spy infiltrating a factory within the Empire, perhaps the other players could portray the security guards or management team for the factory. During the game sessions, they would be under the impression that the Spy is actually an ally. They could then have the opportunity to roleplay through the betrayal that ultimately resolves the adventure.





If putting the players at odds with one another seems like a poor choice, then having them use lower-profile or differently focused characters might be another solution. Perhaps a team of Ugnought workers or astro-mechs could accompany the Spy on a mission in which a team of visibly armed infantry would stand out. The GM could assemble an unlikely team of heroes and randomly assign them to the players. Some players might really enjoy this opportunity to portray a different character—particularly if the experience points they earn still transfer back to their regular Player Character.

## LEADERSHIP ROLES

In rare cases, a Spy might need to assume responsibility for a mission. This happens most commonly if that character is the only one who has the full information about a particular assignment and is unable to share it due to security compartmentalization. Alternatively, intelligence operatives can accrue non-traditional debts in the course of their missions. A Spy who owes a source a favor may need to discreetly assemble the team to pay the contact back—without making full use of Rebellion assets. As another possibility, a discovery of sensitive information could prompt the Spy to assemble the team for a mission that a commanding officer has explicitly forbidden—a mission that must now be executed behind the officer's back. In this case, part of the mission might involve secretly assembling the assets necessary to complete it.

A key element in the challenge of these scenarios is the fact that the Spy is not ideally suited to the responsibilities of leadership. The Spy probably lacks the necessary knowledge and skills to properly plan out the mission. In order to be successful, the other heroes may need to contribute substantially at the planning stage, particularly with regard to tactics and logistics. Spies are far less likely to have experience with acceptable losses or with delegating responsibility. This can cause issues when the operative tries to do too much or inadvertently interferes with the efforts of another member of the team.

## IMPROVISING IN THE FIELD

When a Spy discovers unexpected information or vulnerabilities, the operative may decide that it is necessary to act quickly to exploit them. This can add

significant risk to a mission that is already in progress. However, in some cases that change of focus is justifiable or even necessary. Ideally, the Spy would confer with a commanding officer before adapting a plan to incorporate the changes, but that is not always possible. When a player decides to act in this way, the GM must be prepared to respond in an appropriate fashion. This often means adjusting the enemy response to match the unexpected PC actions. At other times, it may necessitate adding new scenes to an adventure.

When a Spy changes approach, the other team members must be prepared to react as well. Changes to part of a mission can have effects on all the other elements. If the mission is tightly timed or if resources are carefully allocated, a subtle change can throw things off. Communications become critical, and the trail of responsibility flows back to the Spy. If the team manages to achieve its primary objective while still securing additional unexpected assets, then the intelligence operative is likely to earn accolades. If this peripheral task causes the primary mission to fail, however, the Spy could face serious consequences after the mission is completed. Ultimately, the success of abruptly altered plans could depend as much upon the actions and skills of the supporting team members as it does upon the Spy's decisions.





# COVERT OPS

**R**ebel Spies in the field must be ready for any circumstance. More often than not, events occur that were entirely unforeseen at the time of the mission briefing. Spies are trained to improvise—to apply their knowledge to emergent situations as they develop. This often involves application of their skills in unexpected ways.

This section details new ways for Spy characters to apply their skills in the field, as well as additional options for spending narrative dice results on relevant checks they might make in their missions.

## NEW COMPUTERS SKILL USES

Characters with the Computers skill have more options at their fingertips than just slicing. Computer systems are prevalent all over the galaxy, and they can be used in a correspondingly wide array of manners. Page 119 in the **AGE OF REBELLION** Core Rulebook outlines some of the ways this skill is commonly employed; following are alternative uses that players can adopt as well. As a base level, these skill checks should be of **Average** (◆◆) difficulty, but the GM should adjust this as needed based on the specific circumstances.

- **Create Passkey:** After defeating electronic security that requires a passkey or other electronic means of entry, the character can then create false but working passkeys for others to use. A separate Computers check (and 50 credits of material) is needed for each passkey the character wishes to create.
- **Design a Training Game:** The character produces an electronic game that teaches tactics, such as a variant of dejarik or triga, and keeps the Rebel squad occupied during non-combat downtimes. Those who play for at least an hour may spend a maneuver to add □ to a single check later in this session. The GM can spend ♣ on the Computers check to indicate that the game isn't very instructional, and the character suffers two strain as the unit's commanding officer berates him for wasting time.
- **Encrypt Data:** The character develops a new encryption scheme to secure information on a datapad or even within a droid. Each ☆ on the check adds ■ to enemy checks in this session to decrypt the encrypted data.
















































- **Improve Usability:** The character creates an overlay or writes easy-to-follow instructions so that others who are not computer literate can use a program. This allows another character without ranks in Computers to perform a relevant check later in that session as if that character had one rank in Computers.
- **Set Spyware:** The character inserts a hidden recording program. When the character checks back later, the program can disclose who used that system and which files were accessed in the previous twenty-four hours. Each ☆ on the check reveals the activity of one user, and another **Average** (◆◆) **Computers** check is needed to gather the results of the spyware program.
- **Study the Programmer:** The character spends extra time examining the underlying code (and any personal comments included) within a defeated computer system to better learn of the personality of the programmer who wrote it. When the character next makes a social skill check against that programmer later in this session (this might be via electronic means as a note), add □ to the check.
- **Implant Malicious Code:** The character inserts into a system a program designed to infect other electronic devices connected to that system, such as datapads or holoprojectors. Each ☆ ☆ or ♣ on the check means that one item becomes damaged one repair level (see **Table 5-4: Repairing Gear** on page 172 of the **AGE OF REBELLION** Core Rulebook) when connected to the system, or when data from the system is sent to that device.

## SPENDING ♣, ♣, ♣, AND ♣ ON COMPUTERS CHECKS

When checks using the Computers skill result in ♣, ♣, ♣, or ♣, these may, as usual, be spent narratively or on the suggested results described in the **AGE OF REBELLION** Core Rulebook. **Table 3-1: Spending ♣, ♣, ♣, and ♣ on Computers Checks**, on page 71, offers further suggestions for spending these results. Players and GMs can use the effects from the table as presented, or they may adapt them into new, unique effects tied specifically to the ongoing session or campaign. While they can be used as part of Slicing Encounters, players are encouraged to instead use **Table 3-6: Spending ♣, ♣, ♣, and ♣ in Slicing Encounters** on page 85 for results more directly linked to slicing activities.



**TABLE 3-1: SPENDING , , , AND  ON COMPUTERS CHECKS**

Symbols	Effect
 or 	<p><b>Elegant Coding:</b> The character's programming makes future efforts on a system easier. Add  to the next Computers or relevant Knowledge skill check the character makes during this encounter.</p> <p><b>Lucky Find:</b> The character discovers a snippet of information on the computer system, unrelated to her current task, that may be of benefit. The nature of the data is up to the GM. Additional  or  on this result may be spent to indicate a particularly critical find.</p>
  or 	<p><b>Exceptional Performance:</b> The character gets peak performance from the system currently being worked upon, adding  to or removing  from a single subsequent related check of the player's choice later this session.</p> <p><b>Quick Access:</b> The character creates a fast access point on the system currently being worked upon. Add automatic  to Computers checks the character makes on this same system during the current session.</p>
   or 	<p><b>Covering My Tracks:</b> The character manages to disguise her current effort as a normal system function. Add   to any check made to detect the character's actions.</p> <p><b>Familiar Code:</b> The character is able to draw on familiarity with similar computer systems to plan a course of action. Take any number of additional  on the current check, remove them from the results, and add that number of  to the results of a single Computers or relevant Knowledge skill check later in the same encounter.</p> <p><b>I Don't Recall Ever Owning a Droid:</b> A droid reprogramming attempt succeeds beyond the character's expectations. The droid reboots entirely, wiping its previous memory, and now views the character as its master. The character adds automatic  to his Leadership checks to give orders to that droid.</p>
	<p><b>I Own This System:</b> The character's mastery of the computer is elegant enough to downgrade the difficulty of the next check the character makes in this session involving this system once per  spent this way.</p> <p><b>Pre-Wipe Memories:</b> When accessing or upgrading a droid's circuitry, the PC manages to also pull data from the droid's earlier memories that were supposed to be wiped. The droid still does not recall these events, but the GM provides one fact or other information relevant to the character's current mission per  spent this way.</p> <p><b>High-Speed Connection:</b> The character is able to retrieve and download data from the system or droid more quickly than usual. Reduce any associated time by 50%.</p>
 or 	<p><b>Incomplete Data:</b> When retrieving information, the character unknowingly misses a vital component, leading to a false conclusion. The GM may choose a single check the character makes when acting upon the information later in this session and add  to that pool.</p> <p><b>That's Not Right:</b> An attempt to reprogram a droid has caused a glitch in its brain. For the remainder of the encounter, the droid is only capable of moving in a small circle or spinning in place.</p>
  or 	<p><b>Critical Error:</b> The character accidentally causes a deep error in a droid's or computer's system. For the remainder of the encounter, add automatic  to all checks to operate that computer or direct that droid.</p> <p><b>Overload:</b> The computer or droid experiences a power surge, and the character is hit by the electrical feedback. The character suffers 2 strain as a result; if applicable, the droid also suffers 1 strain. This result can be used on PC droids as well as NPC droids.</p>
   or 	<p><b>Cascade Failure:</b> The computer crashes and ceases to function entirely for the duration of the encounter or narrative scene, starting after the end of the character's current turn (or after the results of the current check if this takes place in narrative time). With additional  or , the failure is far more serious, spreading beyond that computer, which is certain to raise an alarm.</p> <p><b>Lost Skill:</b> The effort to repair or upgrade a droid goes very badly, and the droid loses some of its earlier capabilities. The GM selects one skill that the droid possesses a rank in, and removes one rank in that skill. This result can be used on PC droids as well as NPC droids, but   must be spent this way per skill rank removed.</p> <p><b>Total Wipe:</b> While attempting to detect residual signs of previous users' efforts, the character accidentally wipes a significant portion of the computer's data. This destroys not only any trace of clues, but also random blocks of information. Add automatic  to future attempts to gain information from this computer system until it is repaired with a Computers check (this is a moderate repair effort, as per page 172 of the <b>AGE OF REBELLION</b> Core Rulebook).</p>
 (successful check)	<p><b>Got It! (I Think...):</b> The character's effort succeeds, but it causes problems within the system that are not apparent until further attempts at use. For the rest of the encounter, any failed checks that involve the use of this computer or electronic system inflict 1 strain on the character. Additionally, the next time the GM spends  to inflict strain on that character during this session, she suffers twice that amount.</p> <p><b>Tripped Security:</b> The character succeeded but has unknowingly tripped hidden security measures in the facility and has left a very noticeable electronic trail. Add   to any checks made to detect the intruders for the rest of the session, and   to Stealth checks the PCs make to stay hidden in the facility.</p>
 (failed check)	<p><b>Angry Droid:</b> An attempt to reprogram a droid has failed spectacularly, and the droid goes quietly malicious. Soon after the attempt, it comes to life and attacks the character in the most destructive manner possible.</p> <p><b>Hard Crash:</b> The character's actions have caused a computer belonging to her or an allied character to crash and components to burn and smoke. The device is now unusable, requiring a major repair to fix (see page 172 in the <b>AGE OF REBELLION</b> Core Rulebook) with the difficulty of the repair check upgraded once per  spent.</p>



## NEW DECEPTION SKILL USES

Spy characters rely upon the Deception skill perhaps more than any other. The success or failure of a mission depends upon the ability to keep secrets and deceive others. Page 121 in the **AGE OF REBELLION** Core Rulebook outlines some of the ways this skill is commonly employed, and the following are additional methods that may also be used. As a base level, these skill checks should be of **Average** (◆◆) difficulty, but the GM should adjust this as necessary.

- **Craft a Legend:** A Spy's mission can entirely depend on the character's legend: a cover identity that holds up to scrutiny. A successful check creates all the necessary support for a legend: identity papers, a false history, a computer trail, etc. This adds ■ to any checks made to notice the Spy has a fake identity. This can be done multiple times if desired, so a Spy could have multiple layers of legends in case one or more is blown.
- **Create Forged Documentation:** The character carefully crafts a falsified order, security clearance, cargo manifest, warrant, scandoc, or other item of official documentation to aid in a mission. This removes ■ from any Skulduggery checks involving the use of this piece of information.
- **Make a False Code Cylinder:** The character either creates a new Imperial code cylinder or modifies an existing one, in order to falsify an identity and gain entry to classified locations. This grants □ to checks that call on the cylinder as part of the attempt.

- **Practice a Charming Persona:** The PC works on accents, facial expressions, hand gestures, and other means of enthralling other individuals. This check requires at least an hour of practice. If it is successful, the character adds □ to one Charm or Negotiation check during this session.
- **Ready a Distraction:** The character prepares a way to deflect attention in order to better lift a passkey, drug a drink, or perform some other small action. This could be anything from surreptitiously tipping over a breakable item to arranging for the lights to go out to planting an explosive elsewhere that noisily detonates at a prearranged time. When used as part of a successful social skill check to distract an opponent, it adds ■ to the NPCs' Discipline or Perception checks to notice the Spy's furtive action.

































## SPENDING ☹, ☹, ☹, AND ☹ ON DECEPTION CHECKS

When checks using the Deception skill result in ☹, ☹, ☹, or ☹, these may, as usual, be spent narratively or on the suggested results described in the **AGE OF REBELLION** Core Rulebook. **Table 3–2: Spending ☹, ☹, ☹, and ☹ on Deception Checks**, on page 73, offers further suggestions for spending these results. Players and GMs can use the effects from the table as presented, or they may adapt them into new, unique effects tied specifically to the ongoing session or campaign.





TABLE 3-2: SPENDING , , , AND  ON DECEPTION CHECKS

Symbols	Effect
 or 	<p><b>Well Prepared:</b> The character has planned well for any eventuality. The next time she suffers strain during this session as part of a skill check, reduce the amount of strain suffered by 1, to a minimum of 0.</p> <p><b>Confidence:</b> The character's efforts are going smoothly. Add  to the next related skill check the character makes during this encounter.</p>
  or 	<p><b>Deep Cover:</b> The character's cover identity is extraordinarily well crafted. Add automatic  to social skill checks the character makes while using this cover during this encounter.</p> <p><b>The Grain of Truth:</b> The character lies so convincingly that the target reveals additional, unexpected insight into the situation at hand. This insight can be incorporated into the lie, decreasing the difficulty of future Deception checks while using it by one, to a minimum of <b>Simple (-)</b>.</p>
   or 	<p><b>Airtight Alibi:</b> The character's false trail is flawless, appearing to place the character in another location entirely. Take any number of  on the current check, and add that number of automatic  to a single Deception check the character makes later in the same session. Note that at least one  must remain in its dice pool.</p> <p><b>Legendary Legend:</b> The false background and other items introduced to reinforce her legend are so seamless that others make them part of new historical records. Once before the end of the session as a maneuver, the PC may introduce a new fact into the narrative without needing to spend a Destiny Point.</p> <p><b>Played Them Like a Kloov Horn:</b> Through deception, the character has cultivated a local contact who offers unexpected aid in some form of the GM's choosing, such as information or supplies.</p>
	<p><b>Word on the Street:</b> The character's contacts in the local area supply helpful information. For the remainder of the session, upgrade the ability of any Streetwise checks the character makes while in this area once.</p> <p><b>Person of Respect:</b> The PC's false persona becomes perfectly ingrained into the local setting. Such is the respect her character commands within the community, be it one of low-life criminals or high-society wastrels, that she begins to influence rather than observe. The PC removes   from opposed social skill checks made against NPCs also belonging to her false social strata.</p> <p><b>False-Flag Operation:</b> The character's deception is so complete that the subject is entirely fooled and unquestioningly believes the character's false identity. Deception checks she makes against the subject for the remainder of the session do not require an opposed check; they are simply made at a baseline difficulty depending on the nature of the lie.</p>
 or 	<p><b>Paranoia:</b> The stress of the operation has the PC on edge. The character recovers 1 less strain when recovering strain at the end of the encounter (to a minimum of 0).</p> <p><b>A Crack in the Facade:</b> The character makes an almost-unnoticeable error, such as misusing a local idiom or failing to observe a little-known bit of social etiquette. Increase the difficulty of the next social skill check she makes with anyone who witnessed the faux pas by one.</p>
  or 	<p><b>Other Players in the Game:</b> The character's actions have attracted the attention of other interested parties. For example, if the operation is against the Empire then she's roused the local criminal network, or vice versa.</p> <p><b>Crucial Flaw:</b> The character's forgery contains a subtle error that cannot be removed without destroying the document or code cylinder. For the remainder of the encounter, add automatic  to checks characters make that involve using that fake item.</p>
   or 	<p><b>Cover Blown:</b> The character's efforts have been noticed by somebody who is aware that she is using a false identity. The NPC does not confront the character but quietly notifies the proper authorities.</p> <p><b>Call the Bluff:</b> The deceptive negotiation done as part of establishing a cover story or obtaining a crucial item goes badly. The target realizes the character lacks sufficient purchase funds or actual ownership of the item in question, or even begins to question her real identity. Word spreads, meaning the character has to work harder to keep her cover. For the remainder of the session, she must suffer 1 strain in order to make a social skill check.</p> <p><b>High Alert:</b> The local area has been alerted to the possible presence of criminals or hostile agents. The character suffers automatic   on opposed social skill checks against NPCs in this location.</p>
 (successful check)	<p><b>Unexpected Complications:</b> The character's Deception check is successful, but the subject has brought backup (bodyguards, for example, or security droids), who may cause difficulties.</p> <p><b>Too Good to Be True:</b> The PC's forged document or cover identity is far too perfect, which raises suspicion. For the rest of the session, add automatic   to social skill checks made to resist this character's deceptive manner.</p>
 (failed check)	<p><b>Blackmail:</b> The character's failure has revealed lies made to the subject or the nature of illegal actions the character has made earlier. Rather than notifying the proper authorities, the subject has decided instead to use the knowledge as leverage to get a desired item or information from the character.</p> <p><b>Shaken and Stirred:</b> The character's efforts end in disaster, the ruse failing in spectacular fashion. The utter loss of confidence means that similar checks are upgraded in difficulty once until the end of the encounter.</p>



## NEW SKULDUGGERY SKILL USES

Along with Deception, Skulduggery is the Spy's stock-in-trade. Covert actions require a Spy to be familiar with a wide array of subterfuge and trickery and to constantly run the risk of discovery and capture. The more common uses of this skill are discussed on page 128 in the **AGE OF REBELLION** Core Rulebook. The following are further applications of the skill that might be put to use by a Spy character. As a base level, these skill checks should be of **Average** (◆◆) difficulty, but the GM should adjust this as necessary.

- **Create a Local Intelligence Network:** The Spy recruits a number of locals into a network that can provide the character with information. This check to gather members can only be done once per day of narrative time and requires at least four hours to complete. For each ☆, the character gains one person for the network. Each person in the network adds automatic ☹ to the character's Streetwise or mission-related Knowledge checks that connect with this local network. The GM can spend ☹ on such checks to indicate that one person is lost from the network.
- **Disguise a Vehicle:** Through cosmetic alterations and falsifying a vehicle's ID or transponder, a Spy can disguise the vehicle in a fashion similar to that of disguising a person. This allows the character to add automatic ☹ to Perception checks made to identify or locate the vehicle for the remainder of the session.

- **Fashion Improvised Lockpicks:** The character creates lockpicking tools from surrounding items, such as the inner workings of a comlink or loose wires from a lighting fixture. For the remainder of the session, these tools remove ■ from Skulduggery checks to defeat mechanical locks.
- **Improvise Security:** The character creates a fast way to furtively detect breaches of personal security. This might be a thread placed across a doorway or a pattern in the clothing placed atop a stack of datapads. If the Skulduggery check is successful, the Spy adds automatic ☹ on checks to notice whether such a breach has occurred.
- **Ready a Disguise:** The character creates a traveling kit that contains items necessary to quickly adopt a disguise. This might include colored contact lenses, a wig, false teeth, and the like. Once a kit is ready, the Spy can spend an action to adopt the disguise and add ■ to checks to see through it. ☹ on a failed check to apply the disguise means some of the components were damaged in the application and the kit must be remade.
- **Check Every Detail:** The character carefully examines the (probably complicated) plan for an upcoming espionage mission, analyzing and memorizing how everyone will interact during every stage of the operation. If the check is successful, once during the mission the Spy can use the Skulduggery skill instead of Leadership when issuing orders to allies.

























## SPENDING ☹, ☆, ☹, AND ☹ ON SKULDUGGERY CHECKS

When checks using the Skulduggery skill result in ☹, ☆, ☹, or ☹, these may, as usual, be spent narratively or on the suggested results described in the **AGE OF REBELLION** Core Rulebook. **Table 3–3: Spending ☹, ☆, ☹, and ☹ on Skulduggery Checks**, on page 75, offers further suggestions for spending these results. Players and GMs can use the effects from the table as presented, or they may adapt them into new, unique effects tied specifically to the ongoing session or campaign.





**TABLE 3-3: SPENDING , , , AND  ON SKULDUGGERY CHECKS**

Symbols	Effect
 or 	<p><b>A Trusted Face:</b> The character's disguise works so well that an NPC confides in her, providing information relevant to the current task.</p> <p><b>Fly Casual:</b> The PC's alterations to a vehicle disguise its true nature. Add  to the next check the character makes during this encounter related to keeping the vehicle's real identity or for it to avoid notice.</p>
  or 	<p><b>Dead Drop:</b> The character's intelligence network has provided information crucial to the mission. Add automatic  to the next check the character or her allies make based on this information.</p> <p><b>That Hunk of Junk?:</b> The vehicle has been so well-disguised that few could discern its original styling; even its original manufacturer or model might be uncertain. This adds   to the next Perception check made to follow or track it.</p>
   or 	<p><b>Safe House:</b> The character's operational planning included establishing a place for refuge during the mission. The PC and her allies add   on any checks to recover strain while in this location.</p> <p><b>Shift the Blame:</b> As part of the successful escape, the character manages to plant evidence that she had inside help. This triggers reprisals and punishments for the local security forces, decreasing morale and effectiveness. The PC and her allies add automatic  on their next social skill check they make against these enemies.</p> <p><b>Skeleton Key:</b> While picking a lock, the character discovers a vulnerability that can be exploited on all similar locks. Locks in the same location can be automatically opened for the remainder of the session.</p>
	<p><b>A Reliable Asset:</b> One of the most trusted members of the Spy's intelligence network knows this area well. For the remainder of the session, downgrade the difficulty of all Streetwise and mission-related Knowledge checks the character makes while in this area once.</p> <p><b>Nice Surprise:</b> The stolen property contained something the target could not legally possess, such as a Jedi relic or criminal bookkeeping files. The PC adds automatic  on Coercion checks to force the target to do her bidding, but if she fails such a check against the target this benefit is lost.</p> <p><b>As Plain As the Nose on Your Face:</b> The character's operations planning has revealed a security vulnerability in the target. Add  to Deception and Stealth checks to exploit this vulnerability during this session.</p>
 or 	<p><b>Local Trouble:</b> The character's operation has drawn the attention of local law enforcement, who may complicate the situation. The GM can decide if this results in heightened security screening, additional forces being deployed, or some other response appropriate for the setting.</p> <p><b>Unforeseen Circumstances:</b> The operation planning neglected to anticipate some factor, and the character's effort requires more meticulous work, taking longer than expected. The time required to complete the task increases by 25%. If the character does not take the additional time, the character suffers 2 strain.</p>
  or 	<p><b>It's All in the Details:</b> The character's disguise is imperfect in some respect, and it requires constant vigilance for the PC to avoid detection (for example, an unfamiliar accent must be flawlessly maintained at all times). Unless the character suffers 2 strain first, add automatic  to all disguise-dependent checks the character makes for as long as the disguise is in use.</p> <p><b>Broken Lockpick:</b> The character's attempt to pick a lock fails spectacularly, resulting in the pick breaking in such a way that the lock is jammed shut and the pick is destroyed.</p>
   or 	<p><b>I've Been Looking for You!:</b> The character's disguise happens to unfortunately fit the description of an Imperial intelligence agent's quarry (see page 419 of the <b>AGE OF REBELLION</b> Core Rulebook). The ISB wants this person alive for questioning, but the Imperial agent won't mind if there is some damage involved in the capture, as there are personal feelings involved.</p> <p><b>Not So Nice Surprise:</b> The stolen item contains a hidden tracking device, alerting the target of the theft and the current whereabouts of the item. The GM can set a guilded bounty hunter (see page 424 of the <b>AGE OF REBELLION</b> Core Rulebook) after the PCs.</p> <p><b>Muscling In:</b> A major criminal organization mistakes the character's intelligence network for a rival gang trying to move in on its territory. The criminals begin to take retaliatory (and likely violent) measures.</p>
 (successful check)	<p><b>Mistaken Identity:</b> The character's personal or vehicle disguise is very successful, and now it has attracted unwanted attention from someone who thinks the disguise is the genuine article. For example, a group of stormtroopers think the PC is the officer they must report to, or a merchant tries to hire the character's freighter for shipping illegal cargo.</p> <p><b>On the Edge:</b> The PC's efforts are working, but the stress has put the character on edge. Until the end of the encounter, each time the GM spends  to inflict strain on the character, the character also adds  to her next check.</p>
 (failed check)	<p><b>It's a Trap!:</b> Not only has the character's attempt failed, but the failure has utterly blown the operation. The targets are now setting an elaborate trap to capture the PC and any allies.</p> <p><b>Double Agent:</b> A member of the character's intelligence network has been turned and is secretly working for the enemy. This could result in false information being passed on; sabotage of the PC's weapons, gear, or vehicles; or even an assassination attempt.</p>



## NEW STEALTH SKILL USES

Stealth is a survival skill for Spies, as a Spy who has been noticed, detected, and exposed is a dead Spy. The successful use of Stealth is essential to the completion of every task undertaken by these agents of the Rebellion—it underpins the use of every other skill in the character's repertoire. Stealth is covered on page 128 in the **AGE OF REBELLION** Core Rulebook, providing examples of some common uses of the skill. What follows are additional uses of Stealth that may be useful to Spy characters. As a base level, these skill checks should be of **Average** (◆◆) difficulty, but the GM should adjust this as necessary.

- **Avoid Surveillance:** Familiarity with security systems, standard placement of cameras, methods of recording arrivals and departures at spaceports, and more allows the Spy to avoid such measures, leaving no evidence of passage. Using a Stealth check in this fashion allows the Spy to pass not unseen, but rather undetected by surveillance. This adds ■ to any checks made to spot the Spy in surveillance media this session.
- **Distracting Clothing:** The character fashions a highly visible item of clothing, such as a tall hat or vibrantly colored coat, to be used for throwing off a tail once it is discarded. Enemies add automatic ☉ to checks made to detect the Spy after the Spy has stopped using it, and ☐ can be spent on a failed check to indicate the Spy has eluded them for good.

- **Create Portable Camouflage:** The Spy fashions a small, collapsible structure that duplicates the nearby terrain. It can be used when out in the field, such as in city streets or forested regions, to hide characters or items with combined silhouettes totaling 2 or less. The structure provides no actual cover, but it upgrades the difficulty of detecting anyone hiding behind it once. The Spy may perform a maneuver to deploy or stow the structure. If the structure is successfully attacked in any way, it is destroyed.
- **Hand Off a Tail:** The character spends time training an ally in how to shadow a specific target. Once per session when tailing that foe, the Spy may pass off the tail to the ally for up to ten minutes of narrative time. During that time, the ally benefits from the Spy's assistance on Stealth checks made to shadow the target.
- **Improve Camouflaged Clothing:** The character spends time working on stealth wear, perhaps weaving in light-absorbing fabrics or native greenery. Add automatic ☉ to checks to notice the character while wearing this improved camouflage.
- **Targeted Sleight of Hand:** The character practices legerdemain for at least an hour on one specific object, such as a passkey, comlink, or other small item. When he attempts to palm and hide such an item on his person (or plant it on someone else), add ■ to checks to detect the act and the hidden item.
- **Study Local Terrain:** The Spy conducts hours of personal drills in avoiding detection in a local setting. While moving in this terrain, the Spy adds automatic ☐ to Stealth checks.

## SPENDING ☐, ☉, ☉, AND ☐ ON STEALTH CHECKS

When checks using the Stealth skill result in ☐, ☉, ☉, or ☐, these may, as usual, be spent narratively or on the suggested results described in the **AGE OF REBELLION** Core Rulebook. **Table 3–4: Spending ☐, ☉, ☉, and ☐ on Stealth Checks**, on page 77, offers further suggestions for spending these results. Players and GMs can use the effects from the table as presented, or they may adapt them into new, unique effects tied specifically to the ongoing session or campaign.

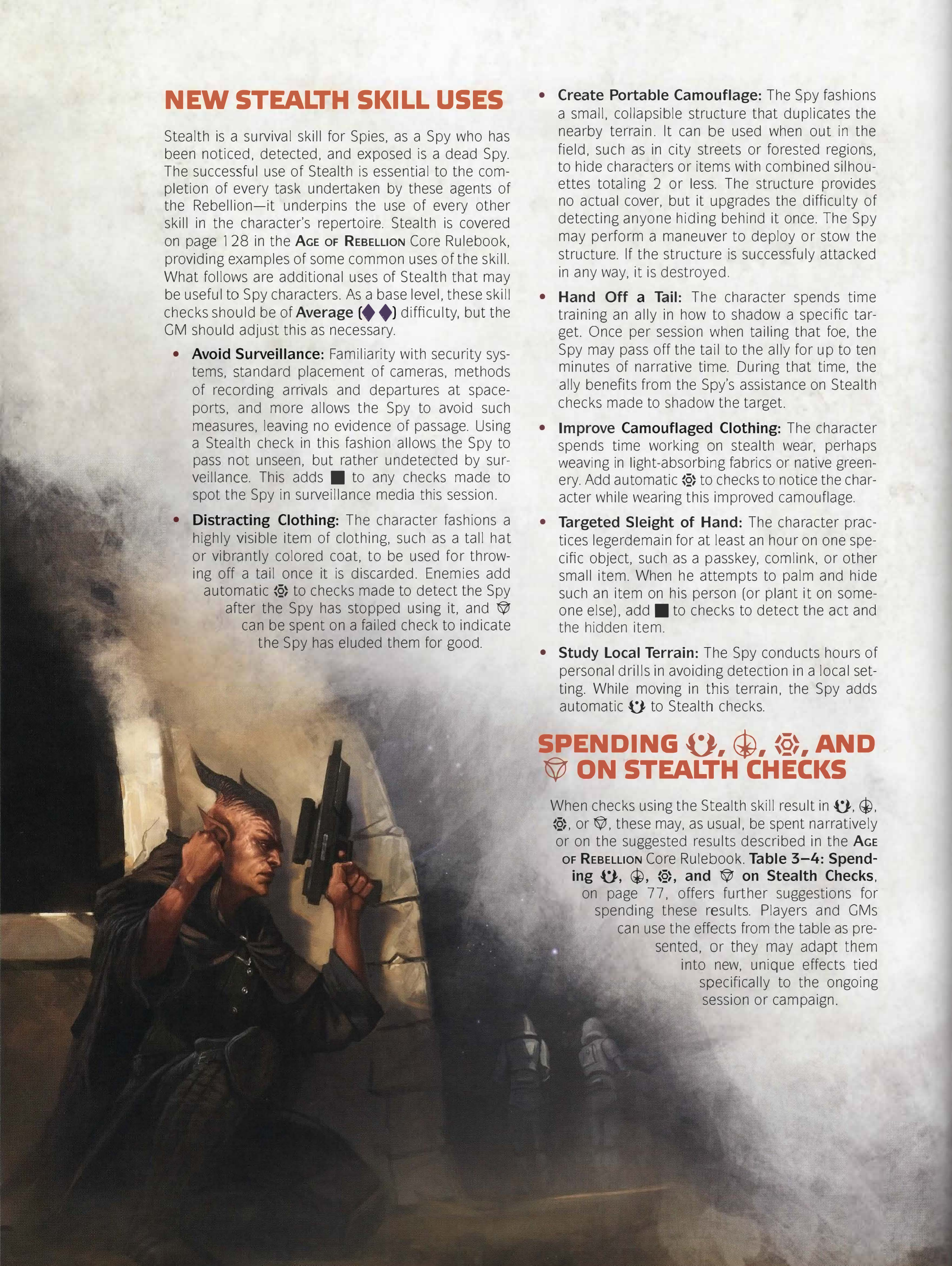

















TABLE 3-4: SPENDING , , , AND  ON STEALTH CHECKS

Symbols	Effect
 or 	<p><b>Nobody Special:</b> The character melts easily into the crowd. Add  to any Perception checks made to identify or notice the character in a crowd for the remainder of the encounter.</p> <p><b>In the Shadows:</b> The character has avoided notice well enough to safely take extra time on the task at hand, and may add  to her next skill check as a result.</p>
  or 	<p><b>Ghosting:</b> While piloting a vehicle, the characters manage to keep it near another ship or to follow a path on the fringe of enemy sensors. Add   to the next Perception check made to detect their vessel.</p> <p><b>Following from the Front:</b> While tracking a target, the character uses reflections in windows, knowledge of traffic patterns, and the layout of the local area to determine the subject's course. She does this while occupying a position ahead of the subject, rather than behind. This clever shadowing adds   to the subject's Perception checks to notice the tracking.</p>
   or 	<p><b>Going Grey:</b> The character manages to be so unremarkable that the player may take any number of additional  on the current check if it is successful, remove them from the results, and add that number of  to the results of the next Stealth, Skulduggery, or Deception skill check she makes in the same encounter. Note that at least one  must remain in the dice pool.</p> <p><b>Useful Gossip:</b> The PC successfully joins a small group of workers, tourists, or even dignitaries as part of her attempt to avoid notice, and picks up some useful information from the chatter. She downgrades the difficulty of Charm, Negotiation, and Deception checks made in this area once for the remainder of the encounter.</p> <p><b>Brush Pass:</b> As part of the stealthy action, the PC is able to also surreptitiously hand an object with an encumbrance value of 2 or less to an ally at engaged range. Add automatic  to Perception checks made to notice the pass.</p>
	<p><b>Wretched Hives:</b> Knowledge of security systems allows the character to determine the best location for some shady dealings. The PCs may downgrade the difficulty of Streetwise checks made in this area once for the remainder of the session.</p> <p><b>Learn Tells:</b> While shadowing an enemy target, the PC spots several particular habits and mannerisms. Should the PC face that target in combat later in the session, the PC adds  to her roll to determine Initiative.</p> <p><b>Disappearing Target:</b> The character becomes so unnoticeable that enemies cannot get a solid target bearing on the character or her vehicle. The character or the character's vehicle (player's choice) gains +1 ranged defense for the remainder of the encounter.</p>
 or 	<p><b>Quiet or Good, Pick One:</b> The area through which the character is shadowing a target makes it difficult to avoid notice while still following. The player has a choice: increase the difficulty of the next Stealth check to tail the subject by one, or add  to the subject's Perception check to notice the tail.</p> <p><b>Stop, Thief!:</b> The character's attempt at sleight of hand to hide an object is spotted, and she is mistaken for a pickpocket. Local law enforcement is summoned and is on the way.</p>
  or 	<p><b>Who's Following Who?:</b> The subject being tailed is aware of the character's presence and is actually leading her into an ambush.</p> <p><b>The Madding Crowd:</b> While attempting to follow a target, the character is distracted by a loud and jostling throng. For the remainder of the encounter, when making Cunning- or Intellect-based checks, upgrade the difficulty of the character's check once.</p>
   or 	<p><b>Flag That:</b> An attempt to avoid surveillance is so obvious and suspicious that the character is singled out for additional attention by the authorities, who start closely following the character's every move. For the rest of the session, add automatic   to the character's Stealth checks.</p> <p><b>Alarm Activation:</b> The PC accidentally activates a very loud alarm, emptying the area of everyone but the PC, her allies, and anyone after the group such as security guards or enemy intelligence agents. All PCs immediately suffer 2 strain, and when each makes their next check they add   to the dice pool.</p> <p><b>I'll Never Forget That Face:</b> An attempt to avoid notice tanks spectacularly. The character not only fails to blend in, but also leaves quite an impression among witnesses. For the remainder of the session, add automatic  to enemy Perception checks made to identify or notice the character.</p>
 (successful check)	<p><b>Spotted:</b> The character successfully tracks the quarry but fails to notice that the target has been using counter-surveillance tactics to spot any tails. Add automatic  to the character's next Cool or Vigilance check to determine Initiative order when this foe is part of the encounter.</p> <p><b>False Positive:</b> The character's improvised security measures were successfully placed, but they lead to erroneous conclusions. The measures were tripped for entirely benign reasons, but this gives the impression that the character's security has been breached in some way. From now until the end of the session, the character suffers from stress and suffers 1 strain whenever she fails a check.</p>
 (failed check)	<p><b>Evidence:</b> In attempting to avoid notice, the character accidentally leaves behind evidence of passage that can be used by others to uncover details about her identity or mission.</p> <p><b>Worst-Case Scenario:</b> A failed attempt at avoiding surveillance has placed the character on the local authorities' Most Wanted list, and the character's face is appearing on holovids throughout the area.</p>



# COUNTERINTELLIGENCE

The Galactic Empire recognizes the threat of the Rebellion and takes extreme measures to try to eliminate it at every opportunity. While the massive starships of the Imperial Navy are among its best-known tools, they are only one weapon in the Imperial arsenal. Espionage agencies, including Imperial Intelligence and the Imperial Security Bureau, constantly seek to identify Rebel agents and facilities so that they can be targeted for elimination.

When attempting to identify and infiltrate suspected Rebel groups, Imperial espionage agents use techniques similar to the ones a Rebel Spy uses. Consequently, Rebel intelligence operatives are more likely to recognize those practices and stop such agents before they can succeed. The GM is encouraged to consider this factor when developing enemy NPCs. If the PC group lacks a Spy, then it may be more reasonable to insert a mole into the group. Alternatively, identifying and eliminating an Imperial operative could provide an opportunity for a Spy PC to demonstrate value to the team. Situational bonuses to recognize a foe using the same techniques the Spy has previously demonstrated are certainly justifiable.

Between missions, an accomplished Spy may be tasked with establishing standard procedures at a Rebel facility to avoid or detect Imperial intelligence intrusions. The rigor of these measures is dependent upon the base's isolation and risk—a base on an asteroid in the Outer Rim is certainly less likely to encounter an infiltrator than one in a major city within the Core Worlds. Establishing those measures could constitute a mission on its own, especially if the

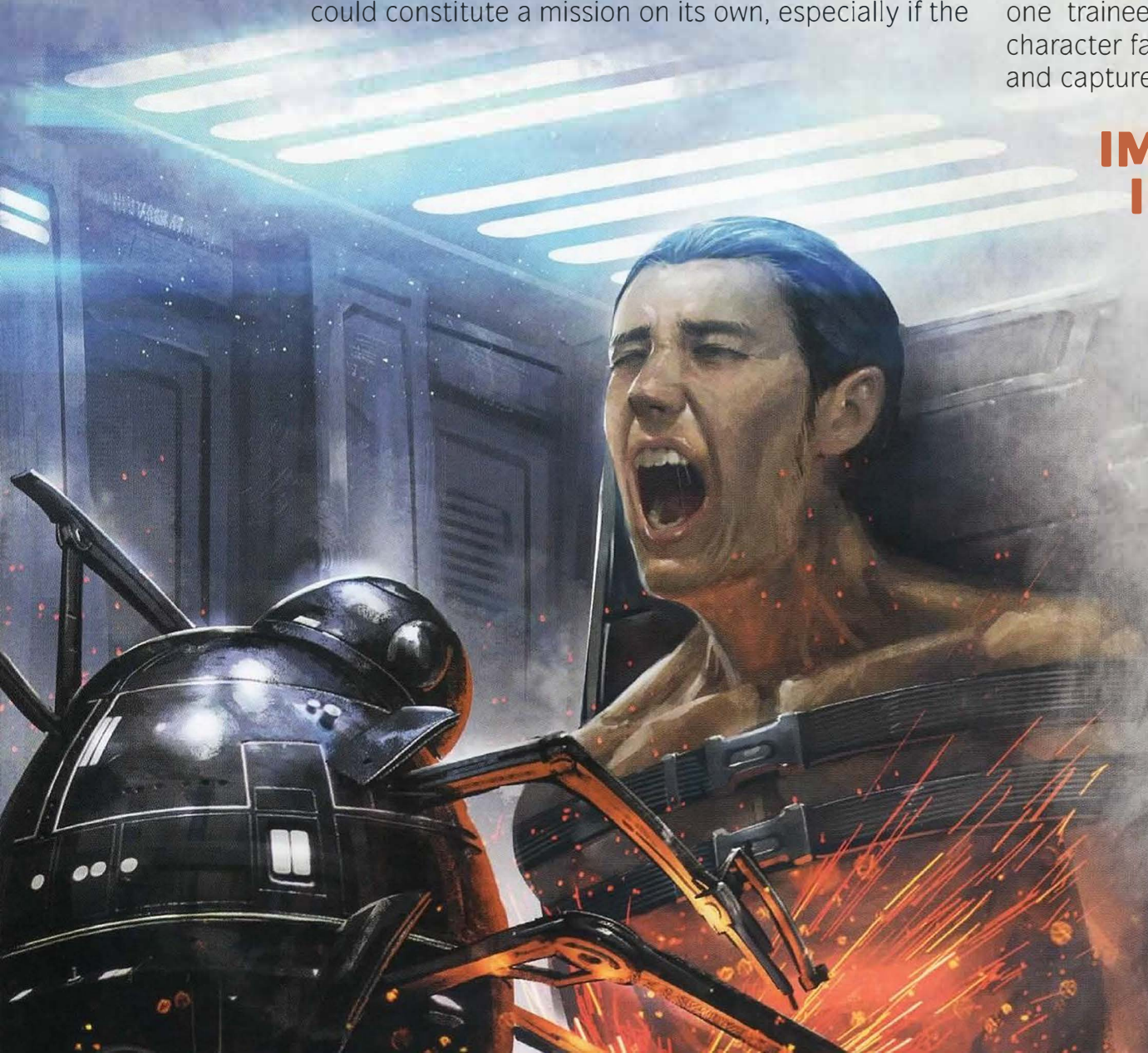
agent decides to acquire specialized gear in order to implement the security. Depending upon the severity of the security measures and their effectiveness, NPCs' comments about them could become an ongoing campaign backdrop. If the security seems draconian, perhaps visiting pilots might complain about it. Alternatively, if the procedures lead to the capture of an intruder, other Rebels at the base might later congratulate the Spy who implemented them.

The same approach is even more common for a Slicer. Rebel data systems must be kept secure, particularly any that track agents in the field. A skilled Slicer knows a computer system's vulnerabilities—including ones subject to social engineering. The Slicer should be capable of implementing defensive measures to make it much harder for Imperial agents to infiltrate those systems and steal vital information.

A standard component of any security system is properly training the workers who must use it. Among other responsibilities, a Spy may be expected to assist in training everyone at a base, ship, or other Rebel location to recognize enemy agents. This begins with recognizing warning signs of espionage—such as people talking openly about secrets, venturing into secure areas, or asking unnecessary questions—and can also include reminders about the importance of adhering to standard security protocols. A hero who is not sufficiently zealous about this training runs an additional risk. After all, everyone in the base whom the character has trained knows that the character is a security expert—and possibly an Infiltrator. If even one trainee turns out to be an Imperial agent the character failed to recognize, it could lead to betrayal and capture on an upcoming mission.

## IMPERIAL INTELLIGENCE ORGANIZATIONS

The Galactic Empire has carefully divided its intelligence and counterintelligence efforts beneath two different umbrellas. Information that deals primarily with military matters falls under the authority of Imperial Intelligence, a branch of the Imperial Military. Information that deals with potential insurrection and treason falls under the purview of the Imperial Security Bureau, a part of COMPNOR.





In many cases, Alliance activities blur the lines between military and civilian actions. When Rebels deliver food to starving citizens on an Imperial world, this sounds like a civilian action. However, if the vessel breaks through a blockade maintained by the Imperial Navy, then it could be considered a military matter. Such issues with jurisdiction are common, which has led to a strong rivalry between the two organizations. In some cases, agents from both institutions attempt to keep their investigations secret or to withhold information from their counterparts in order to prevent their current missions from being transferred to the other organization. This internal competition provides a weak point for Rebel operatives to exploit.

### IMPERIAL INTELLIGENCE

Intelligence operatives serving in the Imperial Military are members of Imperial Intelligence. This organization focuses specifically on information that has direct relevance to military actions and strategic planning. This includes traitors within the military as well as attacks on Imperial facilities or contractors that have housed or supplied the military with necessary resources. Imperial Intelligence is also permitted to investigate leads on suspected military organizations working in opposition to the Galactic Empire. This includes planetary garrisons or mercenary units that have access to military-grade equipment.

Imperial Intelligence's authority is constrained regarding opposition groups that work without a military framework. If leads reveal an organization that is essentially a ragtag militia armed with hunting rifles, then that investigation must be transferred to the Imperial Security Bureau. Groups that concentrate on civilian targets—food depots, factories, or even government buildings—are treated similarly, as are individuals who promote rebellious beliefs, even in a public forum. Any such complications prevent Imperial Intelligence from acting upon its leads. Delays in transferring investigations to the Imperial Security Bureau often give suspects opportunities to elude capture, much to the frustration of Imperial agents.

### IMPERIAL SECURITY BUREAU

The Commission for the Preservation of the New Order (COMP NOR) is primarily a political organization focused on propaganda and perpetuating Imperial ideology. The Imperial Security Bureau (ISB) is a subsidiary of COMP NOR devoted to identifying and eliminating individuals who pose a clear and present threat to the Galactic Empire's core goals. Their targets include anyone who might take hostile action against the Empire's non-military assets, as well as outspoken individuals who might promote religious or philosophical ideas that are at odds with the Emperor's public stance.

## SPIES AGAINST SPIES

If a GM is considering an espionage-themed campaign, creating a highly skilled enemy agent can make for a strong threat who binds what might look like separated events into a wide conspiracy of assassinations, slicing, and other Spy-related activities. As the PCs unravel such efforts and discover one individual is behind them all (possibly even one of their own gone bad, like agent Eneb Ray who executed imprisoned Imperial officers), they will need to formulate their own counter-espionage attacks. Even when defeated, such enemy spies can later appear and be ready for revenge. They might even now be acting on the Rebel side, leading the PCs to wonder how much to trust such enemies-turned-allies.

ISB agents have law enforcement authority. While most have had some military training, they do not always operate within the chain of command for the Imperial Military. They operate outside of it instead, and many have discretionary authority. This gives them the ability to override both civilian and military orders in extreme circumstances.

These operatives have broad-ranging powers to identify and eliminate any perceived threats. This gives them the right to take subjects in for questioning and to hold them indefinitely with little need for strong evidence. The slightest suggestion of treasonous thought or action is sometimes enough for an ISB agent to take prisoners. The fact that they can operate undercover for extended periods makes these agents particularly effective at identifying and capturing Rebel agents.

## PROBE DROIDS

The Imperial Navy has access to a vast arsenal of probe droids, ranging in size from less than a half-meter in height to several meters tall. These units can be dispersed across the galaxy to investigate targets and report back. Almost all models have repulsorlift technology that lets them quickly travel on a planet's surface; some even have hyperdrive capability to travel between systems. Probe droids can operate independently, but have the ability to respond quickly to directions when additional information is required. They record all of their observations and can transmit that data back to their monitoring facility for further analysis. Individually, these units do not pose a significant threat, but their sheer numbers have let the Empire significantly broaden its sweep for Rebel installations. Further, when a probe droid goes missing, the Empire can follow up with additional droids or agents as appropriate.



# CONCEALING AND DISGUIISING WEAPONS

**S**wagging smugglers and ruthless bounty hunters may prowl the edges of the galaxy with their weapons openly displayed for all to see, but agents of the Rebellion operating on planets under heavy Imperial control don't have this luxury. Common weapons like blaster pistols are illegal for the average citizen to carry on many Imperial planets, especially as one draws closer to the Core Worlds.

However, an unarmed Rebel can easily become a prisoner, a casualty, or a liability. In spite of the risks, most Rebel agents remain armed under even the harshest scrutiny, but this is no easy task. They must be clever and unorthodox if they hope to avoid discovery at Imperial checkpoints or when dealing with scanning devices. While Rebels are known for taking old, outdated items and modifying them to achieve better performance, they must be equally skilled at keeping these arms unseen.

Page 166 of the **AGE OF REBELLION** Core Rulebook provides basic rules for concealing gear, but GMs and players looking for other options can use the rules that follow to allow characters to personally alter their gear to better conceal items. These options include altering items to make them easier to conceal by removing unnecessary components, altering items so that they can be broken down into smaller pieces and reassembled when needed, masking a device from scanners and sensors, and even weakening a piece of armor's protective capacity to hide critical pieces of equipment.

## CONCEALMENT ALTERATION

Holdout blasters and vibroknives are easy enough to hide, but when characters wish to pack a bit more of a punch, they need a more powerful (and usually larger) weapon. The simplest way to make a more obvious weapon or other item easier to conceal is to remove unnecessary parts or minimize its size. This is called a concealment alteration. Concealment alterations can include cutting weapon barrels, removing panels, and any other small physical changes that do not prohibit the item's primary function.

PCs wishing to make a concealment alteration need to make an **Average (◆◆) Skulduggery check** and spend one hour per point of the item's encumbrance (with a minimum duration of one hour) in applying the changes. A successful check reduces the item's encumbrance by 1 (to a minimum of 1) and adds ■ to any Perception checks to notice or search for the

item; ☉ can be spent to make this ■■ instead. Items with an encumbrance of 3 or higher are more difficult to modify, however, and so the difficulty to perform a concealment alteration increases by one for each point of encumbrance over 2. This means that making a concealment alteration to a typical ion blaster (encumbrance 3) would require a **Hard (◆◆◆) Skulduggery check**, while doing so to a standard disruptor rifle (encumbrance 5) would require a **Formidable (◆◆◆◆◆) Skulduggery check**. Items with an encumbrance of 6 or higher cannot receive a concealment alteration.

A character can only attempt a concealment alteration once on a given item, and doing so permanently reduces the item's available hard points by 1. Items that have no hard points may still be altered in this fashion.

## COMPONENT ALTERATION

A more drastic, but more effective, option is to alter a weapon or other device so that it can be broken down into several smaller parts that can be reassembled later. This method is typically used when a Rebel needs to get a larger item into a secure location or to avoid scanning devices that are likely to detect standard weapons regardless of any concealment alterations. This is called a component alteration.

Characters wishing to break a weapon or other item down into several parts in this fashion need to spend time dismantling the device into smaller components. This requires a **Hard (◆◆◆) Mechanics check** and takes a number of hours equal to the item's encumbrance, or a minimum of one hour. If the check is successful, the device is broken down into a number of components equal to its encumbrance plus 1. So, a blaster pistol is broken down into two components, while a blaster rifle is broken down into five.

Note that this differs from the more advanced componentization weapon attachment on page 56, which requires no check for use once it is installed and is designed to allow the user to openly carry a weapon, rather than consisting of a simple mechanical disassembly. Characters can try, though, to use component alteration to physically disguise these individual parts to look like code cylinders, comlinks, fusion lanterns, and other mundane objects. While this allows a part to take on the rough appearance of the desired object, it does not gain the functionality of that object. This is generally a taxing and tricky process, and so upgrades the difficulty of the Mechanics check once or more as per the GM's discretion.



Each ☆ or ⊕ on the initial Mechanics check lets a character carrying the components from a component alteration add ■ to **opposed Stealth vs. Perception checks** when an observer attempts to notice the true nature of the disassembled device. If the component alteration was designed to make the items appear mundane, he gains ■ instead.

Assembling a weapon or other item with a component alteration requires two maneuvers or two minutes of narrative time per component, and the character must make an **Average (◆◆) Mechanics check**. All components must be present to make the check. Failure means the components are damaged and the device requires a major repair (see page 172 of the **AGE OF REBELLION** Core Rulebook) to be properly reassembled again and returned to function.

Component alterations have a strong impact on a item's reliability, as most weapons or other complex devices simply aren't meant to be broken down into smaller pieces and reassembled. The GM may spend ☼ ☼ ☼ as ☹ when a character makes a skill check while using an item with this alteration.

A character can only attempt a component alteration once on a given item, and doing so permanently reduces the item's available hard points by 1. Items that have no hard points may still be altered in this fashion.

## SPOOFING SCANNERS

Some physical alterations, no matter how extensive, can't fool the piercing eyes of scanners and electronic detection devices. However, clever Rebels aren't without hope. By reducing the energy output of a weapon or by installing jury-rigged scramblers to shield a device from sensory devices, a character can potentially allow the item to evade detection.

Characters attempting such an alteration must make a **Hard (◆◆◆) Mechanics check**. This adds ■ to Perception checks that operators using a scanning device make to detect the item. They may spend ⊕ from the Mechanics check to have the difficulty of such detection checks upgraded once.

Unfortunately, the reduction of a weapon's energy output does diminish its effectiveness. Each net ☆ from the check for reducing a weapon's energy output also reduces its damage by one, to a minimum of 1. Characters may spend ⊕ from the Mechanics check to halve this reduction in damage, rounding up.

Only weapons that use energy-based attacks or other advanced devices can have their energy output reduced or signature concealed. This means that slungthrowers and traditional explosive devices cannot

be modified in this fashion. In addition, items that require extensive power (such as repeating blasters) cannot have their energy signature reduced. Note that this differs from the scanner-proof hardware weapon attachment on page 57, which requires no check for use once it is installed and is more a customization of the weapon than a mechanical alteration.

## HIDDEN COMPARTMENTS IN ARMOR

Usually formed from rigid plates or packed with protective padding, most types of armor rarely facilitate the stowing of small objects. However, with some careful work, a character can add hidden pouches, concealed holsters, and unseen sheaths.

A character typically shaves down or hollows out a section of armor plating, or thins out protective mesh and padding, to make space for the hidden compartment. To make this change, he must spend a number of hours equal to the armor's encumbrance, pay a number of credits equal to 5% of the armor's price, and make a **Hard (◆◆◆) Mechanics check**. Each ☆ or ⊕ provides one encumbrance point's worth of hidden space in the armor. The armor cannot gain more encumbrance points for hiding objects than the suit's own encumbrance value, and items concealed in this way do not count towards the user's encumbrance threshold. Add ■■ to all Perception checks made to notice items hidden in this manner.

No matter how many ☆ are rolled, though, a suit of armor cannot conceal any single item with an encumbrance value greater than 2. This means that if a character rolls ☆ ☆ ☆ and thus has space for items totaling 3 encumbrance, the character could conceal a heavy blaster pistol (encumbrance 2) and a vibroknife (encumbrance 1), but not a blaster carbine (encumbrance 3). This is because while it is possible to hollow out a compartment in a chest plate and perhaps a second in a boot, there is no single location on a suit of armor large enough to accommodate a particularly large or unwieldy item.

Each point of encumbrance value for concealed space gained in this fashion reduces the armor's hard points by one, to a minimum of 0. Any armor with no hard points, such as padded armor or heavy clothing, can still have enough concealed space for an item with an encumbrance value of 1.

For every two encumbrance points' worth of concealed space created, an armor's soak is reduced by one. However, each net ☹ on the initial Mechanics check to modify the armor cancels out one point of soak reduction.



# SLICING ENCOUNTERS

Most of the time, when a Player Character attempts a task, it can be resolved through a skill check. This helps ensure the game moves along at a good pace. For slicing efforts, a single Computers check is thus usually sufficient to indicate if the PC was successful in breaching or defending a system. As the **AGE OF REBELLION** game is all about warfare and the clash between Imperial and Rebel forces, though, slicing efforts can become real encounters just as tense and thrilling as actual combat encounters.

This especially holds when there are well-guarded, narratively significant systems involved or individuals on either side of the attacks are highly skilled, infamous slicers. In these cases, everyone should want more than just a single roll to resolve such clashes, and so the GM should look to make them into full slicing encounters.

## ENCOUNTER STRUCTURE

A full slicing encounter should be conducted in structured time (see page 209 of the **AGE OF REBELLION** Core Rulebook), with participants taking actions in turn to try to establish control over the system using Slicing Actions. As with a combat encounter, the GM can use the rules for Initiative (see page 210 of the **AGE OF REBELLION** Core Rulebook) to determine the order in which the characters act.

During a slicing encounter, any character attempting to break into or subvert the system is considered an “intruder.” Any character actively working to protect the system from unintended influence is considered a “defender.” Some actions and uses of symbols are only available to an intruder or defender.

The most common configuration for the encounter includes one intruder and one defender. At the GM’s discretion, however, an encounter might feature multiple intruders, no defender, or other configurations of intruders and defenders as appropriate. There can also be active patrols, security alarms, and other defensive considerations the GM can employ based on the setting and if (or when) the enemies are aware of the slicing efforts.

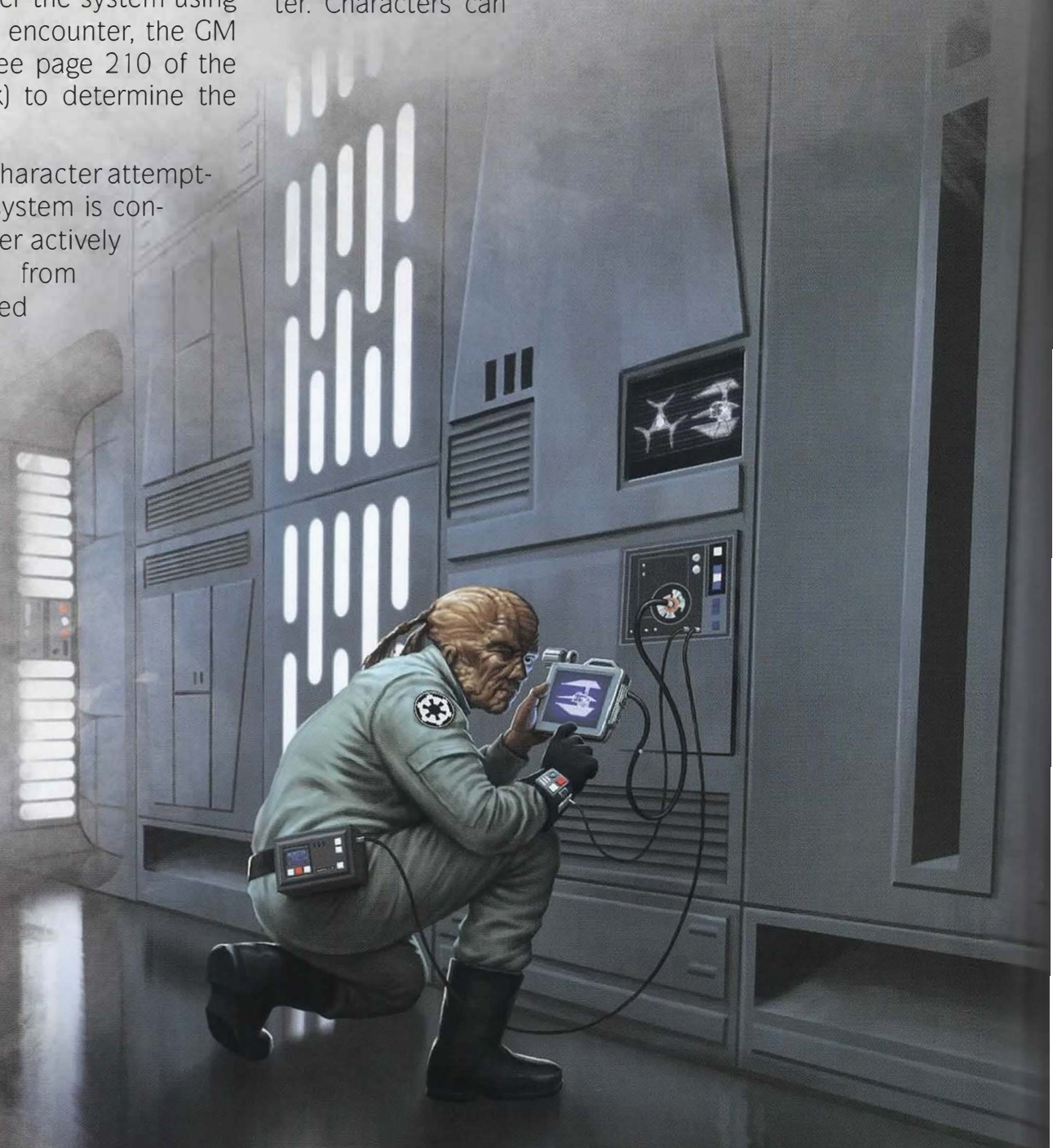
## PREPARING OPPOSITION

Preparing NPCs to oppose slicing encounters works in largely the same manner as preparing NPCs for other purposes. Security patrols should be assigned profiles like any other combatant. However, when preparing an opposing slicer, a full NPC profile is often not needed. If the slicer is likely not to be encountered in person, then the GM only needs to know information such as Intellect characteristic and Computers skill. Giving the NPC talents like Defensive Slicing and Master Slicer can help an especially talented enemy stand out as well.

## ACCESS

Generally, characters need direct access to a computer system to slice it. In some cases, certain systems might be accessible via regional HoloNet hubs or other local networks with multiple access points.

Whether as intruders or defenders, character must have access to a system in order to perform any other Slicing Actions and take part in a slicing encounter. Characters can





**TABLE 3-5: SYSTEM SECURITY**

Example Systems	Difficulty
Unsecured/passcode known	Simple (—)
Cantina terminal, datapad	Easy (◆)
Civilian shipboard computer	Average (◆◆)
Local HoloNet hub, military base/starship network, most government/criminal networks	Hard (◆◆◆)
Imperial datavault, regional HoloNet hub, crime lord's private network	Daunting (◆◆◆◆)
Ancient archive, military flagship/command HQ network	Formidable (◆◆◆◆◆)
System Administrator has Defensive Slicing talent	Add ■ equal to ranks in Defensive Slicing.
System Administrator has Improved Defensive Slicing talent	Upgrade difficulty a number of times equal to ranks in Defensive Slicing.

gain access by using the Access System action, and can lose access in various ways, including being on the receiving end of the Expel User action. Characters who lose access must take the Access System action to participate in the encounter again.

SECURITY PROGRAMS

Security programs are static defenses that keep users from running amok on a computer system. The GM can configure a computer with any number of security programs, but only the most secure systems would have more than a few active at any given time.

Note that while one or more security programs are active on a system, an intruder cannot perform several of the most useful Slicing Actions. The intruder can use the Disable Security Program Slicing Action to remedy this problem, as per the Slicing Actions section that follows.

SLICING ACTIONS

Characters in a slicing encounter can use the following special actions (in addition to normal actions, at the GM's discretion).

ACCESS SYSTEM

**Difficulty:** Simple (—) Computers Check  
**Available To:** Defender, Intruder  
**Description:** For a character to interact with a computer system, that individual must be able to get it to recognize basic commands. For most computers, some sort of identity verification is required—a code, a key, or some other, more esoteric access token.

As an action, if the system has no verification system, or the character possesses legitimate means of access (such as a code cylinder or passcode), the character may make a **Simple (—) Computers Check** to gain access to it. If the system's security is more advanced, see **Table 3-5: System Security** for suggestions on the difficulty of breaking its verification protocols.

ACTIVATE SECURITY PROGRAM

**Difficulty:** Average (◆◆) Computers Check  
**Available To:** Defender, Intruder  
**Description:** Security programs are the main impediment to interlopers in a computer system. As such, anyone trying to subvert a system's intended purpose wants to disable such programs, while anyone protecting the system endeavors to keep them operational.

As an action, a slicer may activate a security program with an **Average (◆◆) Computers check**. While one or more security programs are active on a computer, intruders cannot take certain Slicing Actions.

DISABLE SECURITY PROGRAM

**Difficulty:** Computers Check (Difficulty Varies)  
**Available To:** Defender, Intruder  
**Description:** Typically, bringing down the security programs protecting a system is an intruding slicer's first job. If there is an administrator aware of the slicer and actively managing the system, however, keeping the system security suppressed is likely to be an ongoing task.

As an action, a slicer may attempt to shut down a security program with a Computers check. The difficulty of this check is based on the quality of the security program, for which the GM can consult the guidelines in **Table 3-5: System Security**.

ENACT COMMAND

**Difficulty:** Computers Check (Difficulty Varies)  
**Available To:** Defender, Intruder (if no security programs are active)  
**Description:** The slicer issues a single command to the system he has sliced. Commands are single-purpose requests that fall within the scope of the system. "Loop the past ten seconds of footage on the cameras in this facility that are facing the alley to the north," or "Access all information in this system on Agent Tarret's investigations," would be valid commands, assuming the system included control of those routines.

The difficulty of the checks is up to the GM, and depends how similar the slicer's command is to the intended use of the system. Unlocking a computer-controlled door might require an **Easy (◆) Computers check**, while getting a door's locking mechanism to physically jam might require a **Daunting (◆◆◆◆) Computers check** instead, as the system is designed to open and close the door, not to break it.



## EXPULSION USER

**Difficulty:** Opposed Computers vs. Computers Check

**Available To:** Defender, Intruder (if no security programs are active)

**Description:** Once a slicer is aware of another user on the system, the slicer can cause that user to lose access and even impede future access.

As an action, a slicer may make an **Opposed Computers vs. Computers check** to cause another user to lose access to the system. If the slicer has identified that user's signature, increase the difficulty of the user's Computers checks for the Access System action by two for this computer until the end of the encounter.

## LOCKDOWN

**Difficulty:** Hard (◆◆◆) Computers Check

**Available To:** Defender, Intruder (if no security programs are active)

**Description:** A user with control of a system can usually shut it down with relative ease. For a slicer attacking a system, this is often the goal, leaving enemy operators unable to act until they are able to reset the system. For a slicer on the defensive, it is an option of last resort.

As an action, a slicer may make a **Hard (◆◆◆) Computers check** to shut down the system, blocking access to all users. Any character with physical access to the system can restart it with an **Average (◆◆) Computers check** that takes one hour to complete.

## TRACE USER

**Difficulty:** Opposed Computers vs. Computers Check






**Available To:** Defender, Intruder (if no security programs are active)

**Description:** A slicer in a system can attempt to find more information about another user, such as that person's slicing signature or location.



As an action, a slicer may make an **Opposed Computers vs. Computers check** against another user in the system. If he succeeds, he learns the other user's physical location, a portion of the user's signature, the user's actual identity (such as military rank or assigned unit), or a full list of the actions the other user has taken on the system this encounter.

## SLICING SIGNATURES

Every slicer leaves a unique trail, thanks to the character's signature assemblage of slicing tools and gear, as well as personal habits and tricks. Even military slicers using issued gear inevitably need to tweak their equipment in subtle ways, and these modifications lead to the creation of slicing signatures. If a slicer's signature is detected in a system, other slicers can use it similarly to the way detectives use fingerprints or other









biometrics to pick out a suspect. Slicers rarely leave more than fragments of their signatures behind, but even these small chunks can assist in tracking their movements and actions. A character who has one or more fragments of another slicer's signature adds  to opposed Computers checks against that slicer for each fragment, up to     for a complete signature.

In addition to providing these benefits, slicing signatures can be tracked or logged by individuals with the right resources. If a PC's signature makes its way into the wider network of an enemy's counterespionage forces, such organizations might be able to detect the PC's intrusions anywhere within their networks, leading to possible ambushes or counterattacks.

Fortunately for slicers who have had their signature discovered, it is possible to change the signature associated with one's work. A slicing signature is heavily tied to the gear that creates it, so a slicer who replaces these tools (perhaps through requesting new equipment) replaces the signature. Each piece of slicing equipment that the slicer replaces in this way causes anyone who has the slicer's signature to lose two fragments of it (and the associated   from those fragments). If none of the fragments of a captured signature (or none of the slicer's old gear) remain after such a replacement, the slicer is no longer associated with the old signature. However, this might not completely eliminate other narrative ramifications related to the old signature.

If a slicer acquires the signature of another character, that slicer gains the benefits on opposed Computers checks as noted above. At the GM's discretion, the signature might also bring other rewards, such as revealing personality quirks, tactical approaches, and other personal information that a clever Spy can exploit to the group's benefit.



















## SPENDING , , , AND IN SLICING ENCOUNTERS

When a slicer's check results in , , , or , these symbols may be spent narratively as usual, or players may use the suggested results described in the **Age of Rebellion** Core Rulebook. Additionally, **Table 3-6: Spending , , , and  in Slicing Encounters** on page 85 offers further suggestions for using these results to create new story ideas and thematic events in these situations.

Options labeled "Intruder Only" are available only to an intruder in the system, while "Defender Only" options can only be used by a defender. If both slicers are intruders in the system, the GM should decide if one or both are the attacking or defending slicer on a case-by-case basis, as dictated by logic and the flow of the story.



**TABLE 3-6: SPENDING , , , AND  IN SLICING ENCOUNTERS**

Symbols	Result Options
 or 	<p><b>Opportunity Identified:</b> The slicer finds gaps in the structure of the system that can assist in the execution of another task. Add  to the slicer's next Computers check in this system.</p> <p><b>Unexpected Find (Intruder Only):</b> While searching for vulnerabilities in the system, the slicer encounters unrelated data that could prove useful or valuable. The nature of the data is up to the GM, and additional  may be spent on this result to indicate a particularly interesting find.</p>
  or 	<p><b>Temporary Bypass (Intruder Only):</b> The slicer creates a temporary bypass into the system that helps avoid a specific element of the system's security. The slicer may add   to a single future check to slice this system. This bonus may be saved for any future check.</p> <p><b>Cover the Tracks (Intruder Only):</b> A weakness in the system's defenses allows the slicer to leave minimal evidence, adding  to any checks by defensive slicers to uncover his slicing signature in this system.</p> <p><b>Signature Spotted (Defender Only):</b> A portion of the intruder's slicing signature is discovered in the system, bestowing the advantages described on page 84.</p>
   or 	<p><b>Spread Decoys:</b> The slicer uses false data to misdirect foes. Add   to the next check to use the Expel User or Trace User action against the slicer. If the slicer attempting the check fails with  or , it can be spent to cause that slicer to acquire a piece of false data (such as an erroneous location or a fake name for the targeted slicer).</p> <p><b>Permanent Backdoor (Intruder Only):</b> The slicer sets up a permanent means of accessing the system without needing to deal with its verification protocols. The PC may perform the Access System action on this system as a maneuver and without performing a check, so long as the character has access to a hard line or a connected network.</p> <p><b>Telltale Sign (Defender Only):</b> The defender looks for a known user hidden amidst the junk data. Downgrade the difficulty of the character's next check to use the Expel User or Trace User action once for each portion of the target's slicing signature the defender possesses.</p>
 	<p><b>Scripted Command (Intruder Only):</b> The next time that the intruder successfully performs the Enact Command action this encounter, the character may resolve two commands instead of one.</p> <p><b>Custom Encryption (Defender Only):</b> The defender chooses an action that the intruder has already attempted. Increase the difficulty of the intruder's Computers checks for that action by two until the end of the encounter.</p>
 or 	<p><b>Evidence of Presence:</b> Careless access results in a trace of the slicer's signature being left in the system. Add  to checks to acquire the slicer's signature.</p> <p><b>Authorized Access Only (Intruder Only):</b> The slicer stumbles into a particularly secure subsystem and must take care to avoid triggering alarms. Add  to the intruder's next Computers check in this system.</p> <p><b>Dummy Signatures (Defender Only):</b> A false trail or leftover signature confuses efforts to identify the attacker. Add  to the next Computers check made against the intruder.</p>
  or 	<p><b>Limited Access (Intruder Only):</b> The defender chooses one Slicing Action; the intruder cannot perform that action during the next round this encounter.</p> <p><b>Accidental Backdoor (Defender Only):</b> Moving quickly through the system to respond to a threat causes the defender to unknowingly leave important access routes into the system. The intruder may add   to a single future check to slice this system. This bonus may be saved for any future check.</p>
   or 	<p><b>Major Alert (Intruder Only):</b> All users with full access to the system become aware of the presence of an intruder, potentially alerting defensive slicers or dispatching security teams to deal with the intruder.</p> <p><b>Encryption (Defender Only):</b> A muddle of encryption ruins any elements of the attacker's signature that have been gathered. The defending slicer loses all fragments of the intruder's slicing signature (see page 84), along with all  from possessing them.</p>
 	<p><b>Automatic Lockdown (Intruder Only):</b> Emergency security measures are triggered across the whole system. The entire system shuts down as if a slicer successfully performed the Lockdown action.</p> <p><b>Key Vulnerability (Defender Only):</b> Efforts to defend one area of the system leave another critically vulnerable. As an out of turn incidental, the intruder may immediately resolve a command as if he had successfully performed the Enact Command action (even if the system has active security programs).</p>
 (successful check)	<p><b>Literal Footprints (Intruder Only):</b> The slicer concentrates too much on electronic security and leaves behind physical clues, such as personalized notes or boot prints with distinctive soil. Add  to checks the PCs make to conceal the base the slicer uses, or to hide their presence if they are operating in enemy territory.</p> <p><b>Fried Gear:</b> The action is entirely too successful, and a large power surge follows the data into the slicer's gear. One item (player's choice) used in the slicing effort becomes damaged one level (see page 172 of the <b>AGE OF REBELLION</b> Core Rulebook).</p>
 (failed check)	<p><b>Closing the Door (Intruder Only):</b> If the slicer was using a backdoor to gain entry, its presence is detected and the enemy slicer disables it. That access is lost and the intruder must find another in order to use that approach.</p> <p><b>Got the Full First Name:</b> The slicer used code that wasn't fully scrubbed, and the opposing slicer gains two fragments of the character's slicing signature.</p>



# SPY CAMPAIGNS

Campaigns are exceptionally good vehicles for in-depth espionage stories. Agents may get the opportunity to focus on a particular organization, find a way in, and work their way up to the person or information that comprises their goal. They might become skilled at striking a particular target and then use that experience to infiltrate similar locations or organizations. The agents could work from a Rebel starship or base from which they embark upon increasingly important and dangerous missions around the galaxy. The party might consist of members with several different Spy specializations among them and a few characters with compatible careers. Alternatively, the party could field a small number of Spies, with PCs of other careers providing any combination of support, heavily armed backup, strike teams, and means of escape.

This section features three espionage-focused campaigns. Each has a different focus but can be used with a combination of Spies and PCs with other careers.

- **Operation Night Fire** targets the theft of a sophisticated Imperial spy craft or, failing that, attempts its destruction.
- **Duro Disruption** has the dual goals of interfering with food shipments slated for the Imperial Fleet and recruiting Duros, or possibly even the planet Duro itself, into the Rebellion.
- **Deep-Cover Depot** places Rebel agents inside an Imperial supply station with contentious internal politics. The PCs abuse their positions to secretly transfer cargo to Rebel ships, while avoiding ever-present ISB and security threats. If they last long enough, they get the opportunity to abscond with a major target.

## OPERATION NIGHT FIRE

In this campaign, the Rebels attempt to steal a state-of-the-art Imperial espionage ship from one of Sienar Fleet Systems' orbital shipyards. This ship is filled with advanced sensory systems, and the main objective is to steal the vessel for Rebel use. Failing that, the group's secondary mission is the destruction of the vessel and possibly of the space dock where it is under construction. Any of the Spy specializations may be involved in this operation, but characters of other careers also have plenty to do.

### EPISODE I: COMM LOOP

The Rebel PCs are assigned to the *Stellar Crawler*, an Alliance courier ship making semiregular trips to Imperial star systems to retrieve and send local Rebel reports and assignments. The courier is a modified

YT-2400 light freighter outfitted with hidden retractable communications arrays and dishes. Initially, the ship's Sullustan captain, Nel Frel, leads the missions, providing some on-the-job training for the PCs. Captain Frel prefers that the ship transmit and receive encrypted data without having to land and meet the local Rebels. Often, this is impossible or at the very least causes complications to arise. Each visit requires different protocols for contacting the Rebel agents and offers new situations for the PCs to overcome.

The Game Master should select four to six planets for the PCs to visit, a few of which are suggested here. These can also make for interesting adventure locations should the PCs return. The last system holds the Sienar facility.

**Trivar II Transmission:** Trivar II, in the Outer Rim, is one of the *Stellar Crawler's* regular stops. The PCs' ship must position itself over the planet's north pole, where it can communicate with the leader of the world's growing network of Rebel cells. It's an easy assignment, and Captain Frel has become a little complacent on recent trips. An Imperial sentry droid noticed the activity during the last trip, and this time sends a patrol craft to intercept the ship. The PCs must talk their way out; as it turns out, Captain Frel may be a decent captain but has always had other crew members do the talking, most of the flying, and the rest of the work in general.

**Sullust Slalom:** The *Stellar Crawler* visits anti-SoroSuub antagonists on Frel's homeworld of Sullust. The PCs must navigate the corporate bureaucracy to be allowed to land. Once they are near the surface, the pilot diverts the ship, and the PCs must find their way through a labyrinth-like tunnel system to reach the meeting point. During the pickup, the PCs or Sullustans discover a traitor in their midst. They must keep the individual from escaping to the surface with incriminating evidence. Frel is seriously injured or killed in the attempt, leaving the PCs to complete the courier missions. The PCs likely have to elude SoroSuub fighters upon their departure.

**Sienar Setup:** This mission provides the PCs with their first look at the Sienar shipyard. Sienar has orbital facilities in various systems across the galaxy, so the GM may reasonably pick a known system with lots of activity or a remote system on the basis of secrecy. The stations are often designated "CC" followed by a number ("CC-24," for example). None of the PCs have likely been there before. Security is tight. The PCs pose as a regular transport crew to achieve a standard parking orbit that allows them to communicate with a deep-cover agent codenamed Magnet. The agent operates from an administration station.



During the transmission, an Imperial counterintelligence ship takes notice and pursues the PCs. Assuming they escape, the PCs deliver the data from all of the trips to the main Rebel base they normally use.

## EPISODE II: SHIPYARD RECON

At the Alliance base, intelligence analysis indicates that the Rebels have an opportunity to attempt to steal or destroy the *Darkflare*, a state-of-the-art Imperial spy ship under construction at the Sienar facility. The PCs are assigned to infiltrate the shipyard and figure out a way to either steal the ship or destroy it. The deep-cover agent Magnet has a little authority to help the team get into the shipyard and their identities inserted into the personnel database at a low level.

The PCs infiltrate the facility and assess ways to gain access to the *Darkflare*. They must study physical routes into the dock and ship. They must discover Imperial defenses and investigate security, construction, and maintenance procedures to circumvent or exploit. They have a few risky opportunities to turn staff members to the Rebel cause or to steal credentials from and impersonate them. The PCs discover that the ship is bigger than they expected: it is the size of a medium transport and has dozens of crew and droids aboard. It is due for trial runs in the coming weeks, but critical sensors and transmission equipment aren't fully aboard just yet. The ship does have several tracking devices enabled during the trials to provide telemetry.

## EPISODE III: DESTINATION PREP

The Rebels won't likely be able to grab the ship and jump to hyperspace without being followed unless they are still carrying Imperial crew and droids aboard. They must prepare a destination ahead of time where they can get immediate aid and spring a trap on any pursuing ships. The PCs must prepare the site, determine which other Rebels can help, and then acquire ships and convince Rebel commanders to provide firepower for an ambush. This requires the PCs to travel to different Rebel groups to make deals and possibly carry out short side missions to get the groups the supplies or information they need in order to participate.

The PCs also discover that a well-known ISB agent, Commander Trey Trelle, is destined to command the ship, prompting them to find out whatever they can about him. It turns out he is a fairly recognizable ISB leader, but known for his political appointments more than his impressive investigations skills. He's not just by the book, though—he actually wrote several ISB manuals. The PCs might turn this to their advantage.

## EPISODE IV: ACQUISITION

Using information from **Episode II**, the PCs plan their infiltration mission into the shipyard and attempt to escape with the ship. They likely gain access to the facility by sneaking in, impersonating staff, or both. Then they may use a shuttle or cargo ship to get to the correct space dock. Next, they discover any information they failed to find out ahead of time, plus a couple of surprises. The ship still isn't quite ready, and Commander Trelle has been living aboard the ship for weeks, trying to push for completion on time.

The construction overseers hid the fact that the advanced sensor suites are still not quite fully tested and ready for launch, so the PCs must play along or somehow advance the schedule without tipping off the Imperials. There are too many people and droids aboard the ship to make a completely clean getaway.

The sophisticated analysis droids aboard are valuable assets if reprogrammed. The PCs might make a run for it with the ship and have to deal with any Imperials still aboard afterward. They might instead get the Imperials off the ship but alert the shipyard in the process.





The PCs jump to the destination point, carry out their contingency plans to deal with Imperial pursuers or crew, and complete the mission. If the PCs succeed, the ship can become their base of operations. If things go badly, the PCs might have to scuttle the ship to prevent it from falling back into Imperial hands. If the PCs fail to get the ship out of the shipyard, they can try to sabotage it to self-destruct and destroy the dock where it is moored.

## DARKFLARE

This S-46I series ship is approximately T-shaped. It has sensors, transmitters, and receivers built into the underside of the crossbar in the form of three large concave, dish-like sections depressed into the hull. The top side of the hull has a transmitter shaped into one larger concave section at the intersection of the T. The *Darkflare*'s hull is matte black with dark-gray depressions. Beyond the typical rooms required by any starship, the *Darkflare* has three dedicated sensor suites and a sophisticated communications and analysis control room. The crew includes communications specialists, sensor savants, field analysts, and a variety of maintenance, protocol, and analysis droids.

5	3	-2	DEF: FORE/PORT/STARBOARD/AFT				ARMOR
SILHOUETTE	SPEED	HANDLING	2	1	1	2	5
			HT THRESHOLD				SS THRESHOLD
			32				28

**Hull Type/Class:** Medium Scout Ship/S-46I.

**Manufacturer:** Sienar Fleet Systems.

**Hyperdrive:** Primary: Class 1, Backup: Class 14.

**Navicomputer:** Yes.

**Sensor Range:** Long.

**Ship's Complement:** One pilot, one co-pilot/engineer, two turret gunners, 30 crew and droids, 10 probe droids.

**Encumbrance Capacity:** 300.

**Passenger Capacity:** 10.

**Consumables:** Six months.

**Price/Rarity:** 524,000 credits (R)/8.

**Customization Hard Points:** 4.

**Weapons:** Two turret-mounted twin light laser cannons (Fire Arc All; Damage 5; Critical 3; Range [Close]; Linked 1).

Forward-mounted twin medium laser cannon (Fire Arc Forward; Damage 6; Critical 3; Range [Close]; Linked 1).

## DURO DISRUPTION

Before the rise of the Empire, the planet Duro was a politically and economically influential world. The Imperials isolated and minimized it through several means, including restricting its political power. Perhaps as a way to keep its status low in the eyes of the galaxy's power brokers, the Empire rules it with a

relatively light hand. However, Duro plays an important role in supplying food to Imperial forces, particularly the Navy.

Local resistance forces hope to use the lighter-than-usual Imperial presence to expand Rebel influence and disrupt Imperial supply lines. They might even succeed in bringing Duro secretly into the Alliance someday. The Rebels dispatch agents to help the resistance members establish and expand a sleeper-cell network. They plan to activate it once it is large enough to produce a subtle but significant impact on Imperial logistics, especially foodstuff distribution.

This campaign features the establishment of a Rebel sleeper cell in one of Duro's many orbital cities. It begins with Rebel recruitment efforts and eventually leads to the cell's activation to interfere with food shipments from the planet's surface to Imperial convoys. Spies of any specialization are suitable for the campaign. Characters of other careers and specializations are also useful, especially Pilots, Saboteurs, recruiters, and experts in guerrilla tactics.

## EPISODE I: CITY RECON

Duro's roughly two-dozen orbital cities house the majority of the world's population. Other settlements exist on the surface, typically to run the world's difficult yet effective agricultural production and distribution operations. It is up to the PCs to scout several cities and surface locales to find ones that best suit the party's abilities. While some already have well-established lore associated with them, there are plenty of others the GM and players can flesh out or adapt to the needs of the story and the PCs.

The PCs visit several of Duro's orbiting cities to determine which is best suited to their goals and personal abilities. Each presents its own challenges, so the PCs must decide which ones they feel best able to address. One city houses the center of Imperial operations related to food acquisition and distribution, but it has correspondingly more protection and active Imperial agents. It's a riskier starting location but has the potential for faster results. Another city has a lower-profile Imperial presence but much less access to useful data. Building a cell here likely takes a moderate amount of time, and it depends on expanding into more sensitive areas in the future to reach its full potential. It also has a major underworld and criminal element that makes access and supplies easy to find, but draws more law enforcement attention. A third city has much better recruiting potential thanks to periodic Imperial crackdowns. This is the easiest location in which to recruit cell members and sympathizers, but the ever-present disdain for the Empire's New Order draws ISB attention. Highly publicized sweeps for dissidents and troublemakers take place periodically.



Throughout this effort, the PCs must look into Imperial resources and locations, as well as quietly inquiring about existing dissidents and possible resistance fighters. They must be careful. There may be fewer Imperials around compared to other worlds, but there are still plenty of secret agents and potential informants. Local law enforcement also keeps an eye out for Rebels. If the PCs make a major mistake, it attracts at least some attention. Local resistance members or other sympathizers may warn the PCs to keep a lower profile.

## EPISODE II: RECRUITMENT

Once the PCs select a city, they must establish their first safe houses and command center. The Alliance provides some of the basics, such as security sensors, very limited funds, and incomplete intelligence, but the PCs must carry out the search and construction efforts themselves. The lack of funds is the biggest limiting factor, and the PCs should always be looking for ways to acquire more credits, supplies, and locations to work from. These realities should weigh heavily on their recruitment efforts. The Rebels need enthusiastic Spies and fighters, but also wealthier individuals able to fill in these gaps.

A wide variety of potential recruits live in Duro's orbital cities and on the surface. The PCs should find it easier to recruit people with a familiar background or profession. The further afield from their personal experience the characters look, the greater the potential to slip up and reveal their fraud. They should discover oppressed dissidents, disgruntled supply-chain employees, shuttle pilots, frightened Imperial escapees, and even a few disenchanted government employees or law enforcement agents.

The Alliance has the PCs organize their recruits into three- or four-person cells. Once they reach about fifty people, the recruitment effort becomes self-perpetuating as the cell members reach out to their own potential allies. Each PC may sit atop a different section of the cell structure, or they may act as a command staff over other handlers. At least one or two should oversee an expansion into one of the surface distribution and production settlements.

The PCs should be allowed to slip up, make poor choices, and learn from their errors in judgement. Even if the PCs are careful, their recruits make big mistakes. The PCs must divert law enforcement investigations and nosy neighbors. They must also prevent more radical or enthusiastic elements from taking immediate action in order to maintain their sleeper-cell status until the operation is ready to make a significant impact.

## EPISODE III: THE WRONG CROWD

Just as the network is coming together and the Alliance is considering activation, the PCs or someone in their organization runs afoul of powerful players in the Duro underworld. PC efforts to recruit pilots, saboteurs, and shipping experts make the regional Ivrevi syndicate mistake the Rebels for a new criminal organization trying to quietly muscle in on their territory.

Duros smuggling and black-market crime lord Omzo Ivrevi initially fights back by trying to intimidate some of the recruited pilots. Omzo's lieutenants try to work up the presumed interlopers' chain of command to get a leader's attention—in this case, the PCs. If the PCs don't handle the situation appropriately, there is a very real chance it will expose and destroy the network through underworld disruptions or attracting Imperial attention.

The PCs must decide how to best handle the issue. They may try to intimidate Ivrevi, but that could lead to a crime war. Buying off Ivrevi is very expensive, but it works for as long as they can afford it. They might even recruit Ivrevi into the Alliance. This is fraught with risk of exposure and bad public relations if it comes to light. Not every member of his syndicate goes along with the idea, and they won't hesitate to sell off the information to Imperial personnel or bounty hunters pursuing Rebel agents. Eliminating Ivrevi destroys his organization, but competitors flood in to fill the vacuum. The Rebels are constantly targeted by survivors but may be feared by the newcomers.





## EPISODE V: ACTIVATION

The network is officially activated, either because it is ready or because the Alliance decides it must get results before the network is exposed and destroyed by the problems with Ivrevi and the underworld. The network must disrupt foodstuff production and distribution to Imperial Navy convoys. The PCs must plan the effort, help carry out the most critical elements, and must strike a balance between subtlety and effectiveness while doing so. The bigger the disruption, the more attention it attracts. They may focus on causing production delays or distribution problems, but ultimately they need to do both. Production problems include sabotage, slowing growth, and hindering procurement of supplies. Distribution problems include reprogramming the distribution system to send shipments astray, sabotaging cargo ships, arranging a pilot shortage, recruiting or reprogramming astromech droids to send ships to the wrong systems, and arranging for Rebel ambushes to steal supplies.

Eventually, the Imperials realize the source of their difficulties and send ISB and military investigators to put a stop to it. The PCs must try to alter their operations, or oversee an evacuation if things go poorly. They may try one final major blow before the network is dismantled.

## ONGOING OPERATIONS

If the PCs are exceptionally good and divert attention or lie low to avoid Imperial investigations, they may operate for an extended time. The better the results, the more influential individuals they can recruit. Given enough time, they can establish powerful allies within the Duro business and government sectors.

## DEEP-COVER DEPOT

In this campaign, the Rebel Player Characters infiltrate an Imperial depot and use it to aid many different Alliance efforts. Spies of almost every type can find a role in the operation, though it may be largely tangential in the case of Sleeper Agents. The depot can be located in any Imperial system the GM prefers, as long as it contains important Imperial facilities. The campaign may use an orbital station or a surface-based complex. In either case, the GM should include some built-in limitations on travel and communications to put pressure on the Rebels, especially when things are going wrong.

The depot needs several hundred inhabitants at a minimum, so not everyone working on the station is known to everyone else. Essentially, the Rebels need room to hide and work without getting too comfortable with their surroundings. The system should have an average amount of starship traffic, if not more. This allows Rebel ships to avoid drawing undue attention if they make multiple trips to the area. While the depot is under Imperial administration, only a section of it functions as a military garrison. It includes public, private, and restricted landing bays and areas.

The station's or complex's diverse elements allow the Rebels to operate in different ways and find opportunities to gather information or hinder Imperial activities. Among the missions are clandestine refueling and resupply of Rebel starships, espionage activities to keep an eye on the garrison and other military efforts in the system, and possible sabotage. The location has many things to creatively break or repurpose, including a wide range of security, engineering, and protocol droids all ripe for reprogramming. If they last long enough, they ultimately discover a golden opportunity to make an impact on Imperial activities while also giving the Rebellion a significant boost in the sector.





## EPISODE I: INSERTION POINTS

The PCs start with a reconnaissance mission to assess the depot and where they might fit in. They may choose to use the same false backgrounds they plan to assume later on or create completely different ones for this stage of the operation. The assessment may be its own mission, or it may comprise the first stage of their infiltration effort.

Gaining access to the depot and berthing their ship or vehicle does not take any special effort. The PCs may freely access public zones such as merchant areas, transit warehouses, temporary lodging, and repair bays. The administration levels (at the top of the station or in a tower) are restricted to Imperial personnel. The garrison levels (at the bottom of the station or at the other end of the depot from the tower), including the TIE fighter and supply landing bays, are restricted to Imperial military personnel. It doesn't take long for characters to notice a bitter interservice rivalry between the military personnel and the administration.

The depot has openings for many jobs the PCs may claim simply by applying. None are higher than a low-level administrative or managerial position, and most are mundane staff positions. Possibilities include warehouse operations, landing bay administration, public sector security, maintenance, and droid oversight. The PCs may not find the exact types of positions they prefer. As another option, they may wish to rent a landing bay and set up a mechanic shop, establishing a somewhat private base of operations.

## EPISODE II: FIRST RUN

Once in position, the PCs begin to investigate the depot and its personnel in detail. The characters get the opportunity to befriend workers and other staff, but they also inadvertently draw out competitors or minor enemies. The PCs should take the opportunity to poke their noses into anything interesting. They learn that the depot's internal Imperial politics have divided the low-level and civilian staff members, but that most support the administration. Evidently, the sector Moff forced the garrison on the depot due to distrust of the local Imperial administrators. The Moff suspects the administration is too friendly with elements of COMPNOR who aren't as supportive of his own efforts (and career). The PCs can invent ways to use the rivalry to their advantage.

Once the PCs feel they understand the station and what they are likely to be able to successfully manipulate, the first Rebel ship arrives. The PCs receive a list of legitimate goods to transfer from the warehouse to the ship, and a second list of other materials they must acquire for it clandestinely. They must find ways to explain away or cover up the disappearance of items on the second list. Unexpected Imperial or administration activity disrupts the plans, forcing the PCs to scramble for whatever they haven't procured or covered for yet.

## EPISODE III: RUSH ORDER

The PCs learn that there are ways into the administration and garrison areas. Trusted housekeeping and maintenance staff are allowed in the administration areas to perform routine or emergency maintenance. However, they are only allowed into the garrison if there is an emergency with the depot's systems. The PCs can certainly manufacture such events, though at great risk if they are discovered. In the administration area, they can access all nonmilitary starship traffic routes and schedules. They can also tap into nonmilitary Imperial government databases and systems. In the garrison, they can discover TIE patrol, supply shipment, and training operations schedules as well as limited information on sector fleet movements. Between the administrative and military data, the Rebels learn that a major Imperial supply convoy is due to assemble in the system in the coming weeks.

Once the PCs make progress (or suffer some nerve-racking failures), several Rebel freighters arrive unexpectedly. The PCs aren't ready for so many ships simultaneously and must come up with ways to fix and supply the craft. As they work out a solution, several Imperial military vessels arrive with similar needs. The Rebels must cover their tracks and find ways to make up for the missing cargo or distract and divert the Imperials elsewhere.

## EPISODE IV: THE INVESTIGATION

After the chaos of the previous episode, it is likely that the Imperials realize they have some kind of issue in the depot. How great those suspicions are depends on the PCs' exact actions and successes. The Imperials may suspect anything from embezzlement operations, to organized crime activities, to a full-blown Rebel infiltration. In any case, the situation intensifies the Imperial rivalry as each side blames the other for any breaches of security.





The administration successfully petitions its superiors for a CompForce military unit to bolster security in the near term, as well as for an ISB special investigation team. The garrison commander is personally insulted by CompForce's presence and taps Imperial Intelligence to provide agents to secretly investigate Rebel activities, CompForce's actions, and the administration.

The PCs must cover their previous thefts and other activities as best they can. They might make scapegoats of others or find crafty ways to explain away the problems. It is easy to agitate the administrators and garrison by stoking the fires of distrust. If they are revealed, the PCs must escape. If they remain undiscovered, they may continue their efforts under much greater scrutiny. However, the impending convoy assembly gives them reason to stay and prepare to take advantage of it.

### EPISODE V: THE MOTHER LODGE

Despite the chaos in the depot, Convoy 8766 **071JJ** (Trill) assembles a week after the primary investigations end. Four bulk and six medium freighters arrive over three days. An Imperial *Victory*-class Star Destroyer arrives on the second day to provide protective escort for the convoy to a rumored secret Imperial installation.

Using their resources, the PCs may ascertain what is in some or all of the cargo ships. Each has goods and materials useful to the Rebellion. The bulk freighters have only a few crew members and droids aboard. They carry enough food, medical gear, and other items to supply a major Rebel starship or base for several months. The medium freighters are much smaller and have even fewer crew members. They carry electronic equipment, sensors, speeders, and similar small but expensive gear.

The PCs must plan a mission to acquire some of the supplies, if not an entire starship or two. If the latter, the completion of the mission likely ends their operations at the depot. The PCs can request fairly substantial Rebel help to pull off their plan. This includes attacks by starfighters or even a small capital ship, if the PCs can convince Rebel leadership. The PCs can also call in Infiltrator reinforcements to even the odds against a larger crew. Losing Imperial munitions and supplies, let alone entire starships, is a major embarrassment for the depot. If the PCs are clever, they can completely undermine the sector Moff's confidence in both the administration and the garrison.

However, when their operations or plans are detected, the PCs must contend with Imperial might. The garrison, administration, Imperial Intelligence, and CompForce won't hesitate to swoop in and try to stop the PCs by any means necessary. Of course, each group wants the credit for defeating the PCs, so once again, the PCs may have an opportunity to play the groups against each other.



# SPY REWARDS

**S**pies accept tremendous personal risk in their service to the Rebellion, as do all who fight the Empire in the Galactic Civil War. Certainly, their ultimate reward would be a galaxy free from the tyranny of the Galactic Empire. However, until that goal can be achieved, the war's heroes must receive some sort of compensation for their efforts. Diplomats and Soldiers might receive a formal commendation and see their image and story shared among their fellow fighters. For masters of espionage, however, such public recognition is hardly desirable or appropriate. Consequently, different avenues must be found to reward these heroes for their service and sacrifices.

GMs should consider this issue for Player Character Spies. In some cases, a Spy's greatest accomplishment can be a scene where no conflict occurs—physical or even verbal. Stealth and careful manipulation can enable the hero to strike a crucial blow against the Galactic Empire without the foe even recognizing the severity of the assault. These triumphs need to be recognized and rewarded, though the form of the reward may need to be discreet.

## EXPERIENCE IN THE SHADOWS

Typical XP awards are completely reasonable to let a Spy develop at the same pace as other characters in the party. GMs must remember, however, that a scenario's high points are specific to the career being played. If an Infiltrator eliminated the security guards during a raucous firefight, the encounter is probably not worthy of bonus XP if the mission was intended to leave no evidence behind. Conversely, if a Sleeper Agent maintained the appearance of just going about normal daily routines while covertly inserting a listening device into an Imperial facility, the process of calmly following the plan without raising a fuss could deserve a bonus. Players are likely to be more appreciative of their XP awards if they are focused around their heroes' core competencies than if they are rewarded for a lucky happenstance. Keeping this in mind and rewarding players for remaining true to their character and their concept—especially when it is inconvenient—can help players to better embrace their characters' roles.

The **AGE OF REBELLION** Core Rulebook recommends that XP be awarded with every session. However, many missions can take multiple game sessions to complete. When considering a complex espionage assignment, the heroes may perform extensive research and planning. Two or more sessions could be spent performing field research, building a network of contacts, and acquiring the assets necessary to undertake the mission. When

this happens, those earlier game sessions might not all have the same level of tension as the assignment's dramatic finale. Further, it may be unreasonable for the characters to undergo advancement prior to their mission's completion. For both of those reasons, it might make sense for the GM to reserve awarding adventure XP and bonus XP for the scenario's completion.

Alternatively, the GM might give a standard adventure award at each session, with the caveat that it cannot be spent until later. This allows the players to plan out their characters' development. In either case, if XP is withheld, it is vital that the GM makes certain to issue an award that is proportionate to the number of sessions involved. This is also vital for any bonus XP awarded for milestones or Motivation.

Adventures that focus upon a Spy can use many of the tropes of heist films—those whose plots revolve around stealing a valuable item from a secure location. The delayed reveal can be a particularly relevant trope when it comes to spending XP. For instance, when a hero who has banked XP needs a new ability or piece of equipment during a mission, then, at the GM's discretion, the character might be permitted to spend it on a skill, talent, or item at that moment. A flashback scene would then briefly focus on the character's training or acquisition of the item, often accompanied by roleplaying a brief training montage.

After the flashback, the PCs would continue the interrupted challenge. In extreme cases, the GM might even permit the player to spend XP that would normally be awarded only at the adventure's conclusion. This unorthodox approach can alter the feel of the adventure in a way that is in keeping with the overall espionage theme. However, it should be reserved for times when such an approach is particularly relevant. Repeatedly exploiting it removes some strategy from character development and also devalues those rare occasions when it is more appropriate.

## SHADY DEALINGS

During some missions, extensive financial resources are essential. Infiltrating a palace that belongs to royalty, trying to blend in with the glitterati, or even simply attempting to pose as a member of the aristocracy is incredibly expensive. For some missions, the necessary clothing and accessories—including expensive starships—can be borrowed from an affluent sympathizer. In other cases, the goods can be stolen or obtained through less savory channels. Black-market sources tend to be motivated more by personal greed than by any sympathy for the Rebellion. A Spy who requires such unusual tools must obtain the necessary funds.



## YOU LOOK FAMILIAR...

**R**epeated success creates its own problems for a Spy. Characters who have justifiably earned a reputation for defeating Imperial forces are almost certain to find their image circulating across the HoloNet. Such notoriety creates a substantial risk for a PC whose field of expertise focuses upon remaining unrecognized. Trying to blend into a crowd when one's visage is well known is nearly impossible.

Some Spies may respond by incorporating disguises into their arsenal. A few might even go so far as to undergo cosmetic surgery. These, however, are just stopgaps. New disguises or modifications may be seen through, and biometric scanners can still detect a known criminal in extreme cases, especially if one is captured.

The most viable alternative is for such Spies to reduce time spent in the field. The characters could be promoted to other duties or branches, for instance. If a player vastly prefers that the PC continue to work as a covert agent, then it may be wisest to ignore the consequences of recognition. However, if the player is open to it, exploring how the hero acts as a mentor, an analyst, or even a command officer could give the Rebel hero a reason to grow in new directions.

The Rebellion is unlikely to supply less experienced Spies with the funds to make expensive purchases, or even to loan them valuable equipment. However, as a hero's string of successes grows—and the hero's Duty increases—it becomes reasonable for the Rebellion to provide the Spy with more valuable assets. A critical factor for the GM to keep in mind, regardless of the PC's experience, is that every resource is precious for the Rebellion. While the Rebels may have highly placed sympathizers, they have a limited supply of them. Every time the hero requisitions a precious commodity as a tool for a mission, it means that another unit must go without a vital piece of gear. Consequently, not every request should be granted, even for the most experienced and proven of operatives.

Dealing with underworld contacts can provide an alternative means of gathering the resources necessary for espionage assignments. To some extent, working with these criminals on a recurring basis could create a significant security breach for the Rebellion. However, it may be a necessary risk when attempting to acquire critical and expensive gear. Just as some heroes might develop a solid reputation within the Rebellion military, they might also build relationships with different smugglers, crime lords, or black marketeers. An established

agent might be able to broker information in exchange for commodities or favors. In extreme cases, the Rebellion might even give agents permission to leak specific information to a criminal organization in exchange for goods. Smuggling syndicates, especially, could exploit information about planned Rebel activities by recognizing which goods would be most valuable in particular locations at particular times—information for which they would be willing to pay with the commodities a Spy might need.

It is important to keep in mind that dealings with criminals always have a disproportionate cost. Supplies that come from normal Rebellion coffers are limited, but they are distributed fairly. Those garnered from less savory sources are likely to have a higher price tag, although the payment might be delayed. The criminals might even stoop to blackmailing the heroes, threatening to reveal to Rebellion officers what the heroes have done, or to reveal a Spy's identity to the ISB. Alternatively, the GM can introduce conflicts of loyalty between Rebellion allies and criminals with whom a Spy has dealt. Heroes might have to make sacrifices when new information is uncovered that could put one or both organizations at risk.

Ultimately, the challenges must be proportionate with how the hero earned the compensation. Keep in mind that, generally, these resources are a reward for work well done. If the reward is generous, then the associated risks should be more substantial. However, if the reward is proportionate to ones given to the other Player Characters, then the risks should be largely downplayed.

## UNEXPECTED RESPONSIBILITIES

Skilled labor is one of the most precious commodities within the Rebellion. The pool of people with the knowledge and skills necessary to help defeat the Empire is sharply limited. Further, recruiting people with certain skill sets, including espionage, is a risky proposition. The largest pool of potential intelligence operatives, for example, consists of the Imperial loyalists already under government employ. A failed attempt to recruit one of these agents, however, almost always results in the recruiter's capture and interrogation. The best alternative, then, is to train new Spies so that they can acquire the skills needed without the dangerous security risk of recruiting an Imperial employee.

The job of training these new recruits falls to the only people capable of doing so: the small number of competent Spies already working for the Rebellion. Just as proven Soldiers are expected to command squads, a proven Spy receives assignments to train new recruits in the trade. At times, these individuals



might need to accompany the heroes on field missions so that they will have some actual experience before undertaking independent assignments. Training new NPC recruits could be a convenient way for PCs to fulfill their Duty, while giving the GM the chance to integrate new recurring background characters into the campaign. Eventually, these new agents might become valuable sources of information, after they undertake missions of their own.

At even higher Duty values, a Spy could be charged with increasingly critical missions and responsibilities that push the boundaries of the character's expertise. Some missions might also have strict timing requirements, forcing the hero to act without having the time to fully prepare. Others could require the agent to assume a command role, coordinating the actions of multiple Spies in the field—possibly including ones with whom the hero has not established a good working relationship. If the Spy has had a tendency to depart from a commander's plans, the irony of having to coordinate a team of agents who proceed to ignore the Spy's own carefully laid schemes could prove tremendously entertaining.

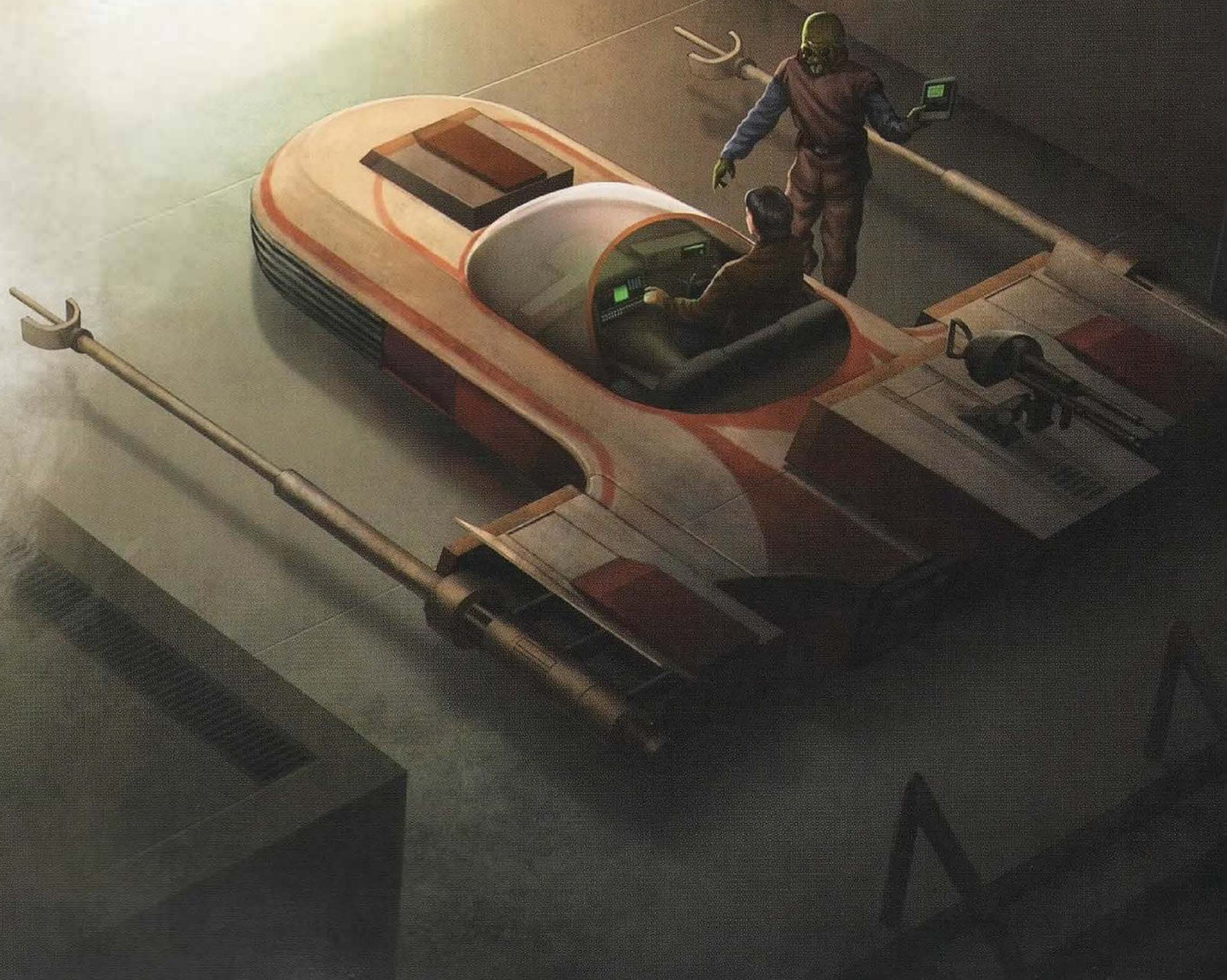
## NEW FROM R&D

Espionage-centered media has a tradition of including specialized equipment for spies. A science-fiction setting makes some of that material trivial—when everyone carries a communicator, a micro radio seems unnecessary—but it can also make specific pieces of equipment more valuable. Goggles that can see through walls, a tube of gel that turns into a perfect disguise, or a digital key that hacks any lock are all possible options. GMs are encouraged to consider such complementary tools as discreet rewards for the hero. Reviewing the equipment included in **Chapter II: Tools of Tradecraft** in this volume is a great place to start, but GMs should not let that limit them. GMs are encouraged to design new gear that complements each player's particular interests. Equipment should not be created that completely transforms the setting, but it is perfectly reasonable to have items that would push the limits if they were more broadly available.

Styling can be a major element in designing equipment for the Spy. Rocket shoes that fit in with the latest fashions would be far more appropriate than a bulky pair of boots. A holdout blaster that can be disassembled into a fashionable necklace and matching bracelets creates a combination that is stunning in every sense. Such rewards can become trademark devices for the well-heeled Spy.

Specialized gear can fall into two key categories. Items provided as a reward should generally be pieces of equipment that can be used repeatedly. This gear is intended specifically as a reward for service and should complement the hero's abilities. Nothing that falls into this category should be foolproof, but it should be reusable, as this gear is likely to become a recurring part of the Spy's arsenal. As such, the GM should consider how it could affect future game sessions prior to delivering it to the hero.

At other times, the GM might need to supply equipment that is specific to a particular scenario. This equipment should be disposable, and may have just enough uses for the hero to complete the assignment. Because it is necessary for the job at hand, the device should have a much lower chance of failure than most, but the mission should exhaust the tool's effectiveness. Otherwise, it could be used to change the outcome and challenge of later assignments. As long as that rule is followed, less care can usually be taken in designing such devices.





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